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Summer 2002 NO. 95



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The cover: A surimono by Utamaro entitled *Gods Playing Go*. Date unknown. Recalling the Ranka theme, Utamaro depicts (from left to right) Juroujin (the God of Longevity), Benzaiten (the Goddess of Good Fortune), and Bishamonten (the God of Riches) engaged in a game of go. (From the collection of Erwin Gerstorfer.)

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Go World News

March-July 2002

by John Power

International



Yu wins his sixth world championship.

Yu wins 6th LG Cup

The all-Korean play-off in the 6th LG Cup final ended in victory for Yu Ch'ang-hyeok over Cho Hun-hyeon. Though he is the third member of Korea's invincible trio that dominated international go in the 90s, the 35-year-old Yu has been a little overshadowed by the other two, but he has now won his sixth international title, which puts him in equal third place with Takemiya in the international standings. There are six current international titles: Fujitsu, Ing, Samsung, LG, Chunlan, and the TV Asia Cup. Yu has won all of them except the last; Cho Hun-hyeon has won all of them except the LG Cup; Yi Ch'ang-ho has won all of them except the Chunlan Cup. This is quite a race to see who will be the first to achieve a grand slam (Cho and Yi have also won the discontinued Tong Yang Cup.)

Only Korean players made the semifinals, and this looks like the start of a new pattern (see reports on other tournaments below). Previously, even when Koreans won a tournament, they were usually matched

against Chinese or Japanese players in the final; recently, however, all-Korean finals have become common – the 2001 and 2002 Fujitsu Cups, the last three TV Asia Cups, the last two LG Cups. One reason for this is that previously Korea relied mainly on its top trio of Yu, Yi and Cho, but now a group of teenaged Koreans has emerged who are quite capable of assisting their seniors by eliminating the top players from Japan and China.

The results:

Game 1 (26 Feb.) Yu (W) by 1½.

Game 2 (28 Feb.). Cho (W) by resig.

Game 3 (27 March). Cho (B) by 4½.

Game 4 (29 March). Yu (B) by resig.

Game 5 (1 April). Yu (B) by 4½.

Yun wins 1st Haojue Cup

The final of the 1st Haojue Cup World Women's Professional Go Championship was also an all-Korean affair. Held in Guangzhou (Canton) in China, it pitted the 24-year-old Yun Yeong-seon 2-dan against the much-heralded Pak Chi-eun 3-dan, who is just 18 years old and is nicknamed 'the female Yi Ch'ang-ho'. The older player prevailed, winning the match 2-0.

The results:

Game 1 (28 March). Yun (W) by ½.

Game 2 (29 March). Yun (B) by resig.

1st Toyota & Denso Cup

The first round of the 1st Toyota & Denso Cup World Go Oza, a new international tournament staged every two years, was held at the Nihon Ki-in in Tokyo on 19 March. Following the usual practice in international tournaments, the sponsoring country fielded more players, but that didn't make much difference. Japan scored 4-9,



Kobayashi Koichi playing a move against Cho Hun-hyeon in the Toyota & Denso Cup. Cho won this game and now has a 7-3 lead over Kobayashi in international tournaments.

whereas Korea and China both scored 5-2.

There were two big shocks for Japan. First, Yoda Norimoto Meijin lost to the teen-aged Pak Chi-eun 3-dan, who is one of Korea's top women players. There is a bonus prize of a Toyota Lexus car for the winner of this tournament. At the Opening Ceremony, Yoda, in his speech, talked about how he had taken three days to decide to end his self-imposed moratorium on participation in international tournaments; he mentioned that he had gone to a showroom to have a look at a Lexus and added that he had also checked out child seats for his newly born baby. Counting his chickens like this offered fate too great a temptation.

The second shock came at the hands of Fernando Aguilar of Argentina; he has long been South America's top player, but had had no luck in the numerous professional tournaments he had participated in. He finally scored his first win, defeating Hasegawa Sunao 9-dan by $3\frac{1}{2}$ points, playing white, moreover. That put the seal on a dismal day for the host country.

Full results of 1st round:

Chen Zude 9-dan (China) (W) beat Goto Shungo 9-dan (Japan) by $2\frac{1}{2}$; Chang Hao 9-dan (China) (B) b. Komatsu Hideki 9-dan (Japan) by resig.; Yi Se-tol 3-dan (Korea) (B) b. Yuki Satoshi 9-dan (Japan) by resig.; Yo Kagen 9-dan (Japan) (B) b. Kim Su-chang 9-dan (Korea) by resig.; Yu Bin 9-dan (China) (W) b. Alexandr Dinerchtein (Russia) by resig.; Wang Lei 8-dan (China) (W) b. Lin Yuxiang 1-dan (Chinese Taipei) by $14\frac{1}{2}$; Cho Hun-hyeon 9-dan (Korea) (B) b. Kobayashi Koichi 9-dan (Japan) by resig.; Yamashita Keigo 7-dan (Japan) (W) b. Pak Yeong-hyeon 3-dan (Korea) by resig.; Yi Ch'ang-ho 9-dan (Korea) (B) b. Ryu Shikun 7-dan (Japan) by resig.; O Rissei 9-dan (Japan) (B) b. Huiyen Yang 1-dan (USA) by resig.; O Meien 9-dan (Japan) (W) b. Zhang Xuan 8-dan (China) by resig.; Fernando Aguilar (Argentina) (W) b. Hasegawa Sunao 9-dan (Japan) by $3\frac{1}{2}$; Yang Shihai 8-dan (Chinese Hong Kong) (B) b. Cho U 7-dan (Japan) by resig.; Shao Weigang 9-dan (China) (W) b. Cho Chikun 9-dan (Japan) by $7\frac{1}{2}$; Pak Chi-eun 3-dan (Korea) (W) b. Yoda Norimoto 9-dan (Japan) by resig.; Yu Ch'ang-hyeok 9-dan (Korea) (W) b. Ma Xiaochun 9-dan (China) by resig.



The all-conquering Korean team: (L to R) Yi Ch'ang-ho, Yu, Cho, Yi and Pak

The second round will be played at the Nihon Ki-in in early September. The most interesting pairings are Chang Hao vs. Yi Setol and Yamashita Keigo vs. Yi Ch'ang-ho.

Korea's clean sweep in the Igo Asia Cup in Okinawa

The Igo Asia Cup in Okinawa is the first international tournament to be organized by



Rin doesn't seem overly upset by his loss to Cho in the Igo Asia Cup. Watching are Otake and Ishida Yoshio.

a Japanese prefecture. It was held at the Okinawa Convention Center in Ginowan City on 22 and 23 March among five-player teams from Japan, China and Korea, and, to no one's surprise, was won by Korea. The margin of Korea's victory was impressive, however: it showed overwhelming strength and didn't drop a single game.

In the first round, played on the 22nd, Korea had no trouble disposing of Japan. In the other match, Nihon Ki-in players making guest appearances helped Chinese Taipei score an unexpected victory over China, with Rin Kaiho beating Ma Xiaochun on the top board.

In the final, played on the 23rd, Korea shut out the Chinese Taipei team to reaffirm yet again its complete domination of international go. Japan completed a dismal tournament by losing 1-4 to China in the play-off for 3rd place.

First prize is 20 million yen, 2nd ten million, 3rd six million and 4th four million.

Full results

Korea vs. Japan

Cho Hun-hyeon (W) beat Otake Hideo by resig.

Yi Ch'ang-ho (B) beat Yoda Norimoto by 1½.

Pak Yeong-hyeon (W) beat Honda Kunihiisa by 1½.

Yu Ch'ang-hyeok (B) beat Awaji Shuzo by 8½.

Yi Se-tol (W) beat Hane Naoki by 4½.

Chinese Taipei vs. China

Rin Kaiho (B) beat Ma Xiaochun by 2½.

O Meien (W) beat Chang Hao by 3½.

Yo Kagen (B) lost to Yu Bin by resig.

Zhou Junxun (W) beat Shao Weigang by 2½.

Lin Zhihan (B) lost to Wang Lei by resig.

Final: Korea vs. Chinese Taipei

Cho (W) beat Rin by 7½.

Pak (B) beat O Meien by resig.

Yi Se-tol (W) beat Yo Kagen by resig.

Yu (B) beat Zhou by resig.

Yi Ch'ang-ho (W) beat Lin Zhihan by 5½.

Play-off for 3rd place: China vs. Japan

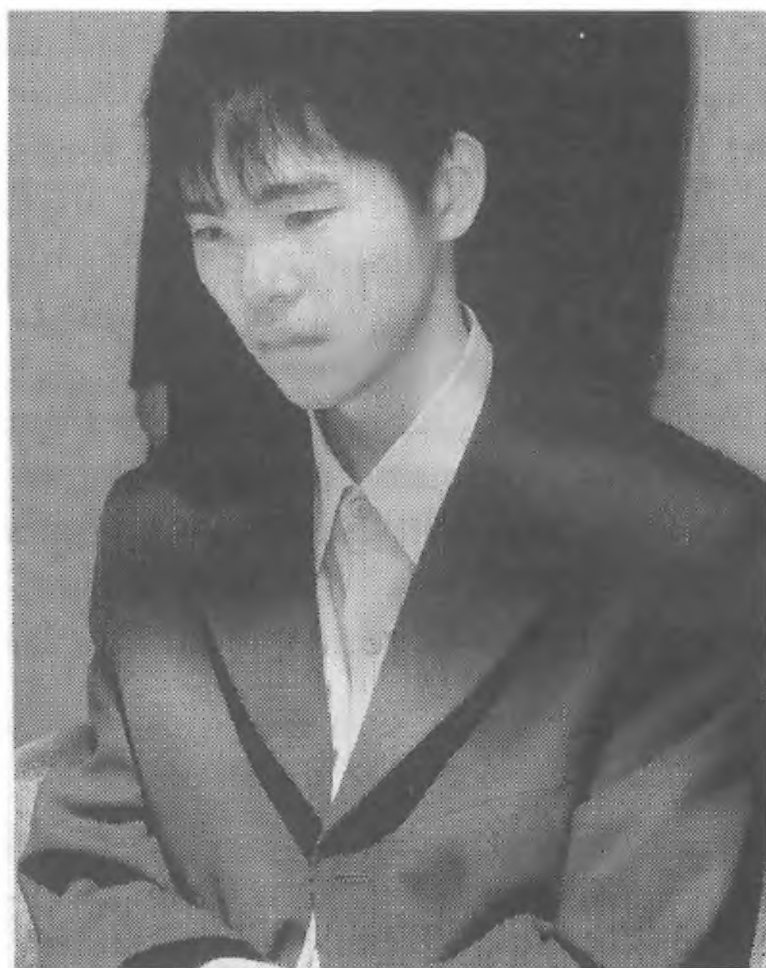
Chang (W) beat Otake by resig.

Yu Bin (B) beat Hane by 3½.

Ma (W) lost to Yoda by resig.

Wang (B) beat Honda by resig.

Shao (W) beat Awaji by resig.



Yi Se-tol gets a second chance to take a world title.

15th Fujitsu Cup: all-Korean final

This year's Fujitsu Cup has been yet another triumph for Korea, which got six players into the quarterfinals, three into the semifinals and two into the finals. The only difference is that one of the finalists is a new face, as far as the Fujitsu Cup is concerned.

The opening rounds of the 15th Cup were held at the Nihon Ki-in on 13 and 15 April. At the time, the most significant results seemed to be Yi Ch'ang-ho's second victory in less than a month against his former nemesis Yoda Norimoto and a superb win by Kobayashi Satoru against Chang Hao of China. The only real shock was the elimination of Cho Hun-hyeon, recently the dominant figure in international go, by the 19-year-old Kong Jie of China.

Kobayashi Satoru was playing so well — his record for the year was 15-0 — that the Japanese go press speculated that he might go all the way. However, in the quarterfinals, he suffered his first loss of the year at the hands of Yi Ch'ang-ho.

In the semifinals, the last non-Korean, O Meien, was eliminated. However, the big news was a win by the junior Yi over the senior Yi. That gives the former, Yi Se-tol, aged 19, his second chance to claim a world title (he lost the 5th LG Cup final to Yi

Ch'ang-ho). However, his opponent is Yu Ch'ang-hyeok, who has already won six world titles and who has a great record in this tournament, with wins over Kobayashi Koichi, O Rissei, Kong Jie, and O Meien.

The final is scheduled for 3 August, just after we go to press.

Incidentally, although the recent trend in international tournaments has been to increase the komi, White has done very well on the 5½-point komi in the Fujitsu Cup, winning 15 out of 22 games so far this year.

The results:

Round 1 (13 April, Tokyo)

Mok Chin-seok 6-dan (Korea) (W) beat Yuki Satoshi 9-dan (Japan) by 1½; Yi Ch'ang-ho 9-dan (Korea) (W) b. Ma Xiaochun 9-dan (China) by 4½; Yi Se-tol 3-dan (Korea) (W) b. Wang Senfeng (South America) by 18½; Pak Yeong-hyeon 3-dan (Korea) (B) b. Hu Yaoyu 6-dan (China) by 5½; Yu Ch'ang-hyeok 9-dan (Korea) (W) b. Kobayashi Koichi 9-dan (Japan) by 15½; Jimmy Cha 4-dan (North America) (B) b. Rob van Zeijst (Europe) by resig.; Kobayashi Satoru 9-dan (Japan) (B) b. Chang Hao 9-dan (China) by resig.; Kong Jie 6-dan (China) (W) b. Kato Masao 9-dan (Japan) by resig.

Round 2 (15 April, Tokyo)

Kong Jie 6-dan (China) (W) beat Cho Hun-hyeon 9-dan (Korea) by ½; Kobayashi Satoru 9-dan (Japan) (W) b. Ch'oe Myeong-hun 8-dan (Korea) by 2½; Yi Se-tol 3-dan (Korea) (W) b. Rin Kaiho 9-dan (Japan) by resig.; Yu Ch'ang-hyeok 9-dan (Korea) (W) b. O Rissei 9-dan (Japan) by resig.; Yi Ch'ang-ho 9-dan (Korea) (B) b. Yoda Norimoto 9-dan (Japan) by 3½; O Meien 9-dan (Japan) (W) b. Mok Chin-seok 6-dan (Korea) by 4½; Zhou Junxun 9-dan (Chinese Taipei) (W) b. Jimmy Cha 4-dan (USA) by 2½; Pak Yeong-hyeon 3-dan (Korea) (W) b. Yu Bin 9-dan (China) by 1½.

Quarterfinals (1 June, Cheju Island)

O Meien (W) b. Pak by resig.; Yi Ch'ang-ho (W) b. Kobayashi by resig.; Yi Se-tol (B) b. Zhou Junxun by 7½; Yu (B) b. Kong by 6½.

Semifinals (6 July, Osaka)

Yu (B) b. O Meien by 4½; Yi Se-tol (W) b. Yi Ch'ang-ho by resig.

Yi Ch'ang-ho wins 14th TV Asia Cup

This tournament is open to the winners and runners-up in Japan's NHK Cup, Ko-



Yi takes his 16th world title.

rea's KBS Cup and China's CCTV Cup, with the previous year's winner being seeded. This year it was held in Beijing from 7 to 10 May and once again was dominated by Korea. Yi Ch'ang-ho secured revenge for his loss in the final two years ago by defeating his teacher Cho Hun-hyeon in the final. With an early lead, Cho seemed well on the way to winning this title for the third year in a row, but he made an oversight in the late middle game; that didn't completely wipe out his lead, but the shock caused him to play the endgame badly, letting Yi stage an upset.

Full results:

Round 1

Cho U 7-dan (Japan) (W) beat Ding Wei 8-dan (China) by 4½ points; Yi Ch'ang-ho 9-dan (Korea) (B) b. Hane Naoki 8-dan (Japan) by resig.; Yi Se-tol 3-dan (Korea) (W) b. Ma Xiaochun 9-dan (China) by resig.

Semifinals

Cho Hun-hyeon 9-dan (Korea) (B) b. Cho U 7-dan by ½; Yi Ch'ang-ho 9-dan (W) b. Yi Se-tol 3-dan by resig.

Final

Yi Ch'ang-ho (W) b. Cho Hun-hyeon by 3½.

This is Korea's tenth victory in a row in international individual championships (it's also won nine international team championships in a row).

7th LG Cup: Korean near monopoly

More new young Korean stars emerged in this Korean-sponsored international tournament, the opening rounds of which were held in Seoul on 30 April and 2 May. For example, the previously unheralded Weon Seong-chin 4-dan, who is just 16, defeated Japan's Kobayashi Koichi and China's Chang Hao. Another teenager, the 19-year-old Cho Han-seung 5-dan, disposed of Japan's newest title-holder, Hane Naoki Tengen, and O Rissei, and Korea's youngest title holder, Pak Yeong-hyeon, who is just 17, beat China's Ma Xiaochun. Another remarkable performance was put in in Yun Chun-sang 1-dan, a 14-year-old who became professional 1-dan only last November; he promptly won a place as a Korean representative in the LG Cup (which probably meant winning quite a few games in a row). Although he was eliminated in the second round, after beating Europe's Catalin Taranu in the first, this is still an extraordinary feat. It testifies to the high standard of young professionals at the Hanguk Kiwon.

After two rounds, the only 'outsider' still left in the tournament is China's Zhou Heyang; in other words, seven of the eight quarterfinalists are Korean. In the 6th Cup, 'only' five were Korean — the international tournaments are coming more and more to resemble domestic Korean tournaments, with players from other countries just a token presence.

Incidentally, this tournament featured a clash between the Jiang brothers Zhujiu and Mingjiu, who, although they hail from China, were playing for Korea and the USA.

Round 1 (30 April)

Ma Xiaochun 9-dan (China) (B) beat Kim Seung-chun 7-dan (Korea) by 5½; Yu Bin 9-dan (China) (W) b. Zhou Junxun 9-dan (Chinese Taipei) by resig.; Cho Chikun 9-dan (Japan) (W) b. An Tal-hun 4-dan (Korea) by 5½; Yi Sang-hun 7-dan (Korea) (B) b. O Meien 9-dan (Japan) by 3½; Cho Han-seung 5-dan (Korea) (B) b. Hane Naoki (Japan) by 2½; Weon Seong-chin 4-dan (Korea) (B) b. Kobayashi Koichi 9-dan (Japan) by 3½; Yun Chun-sang 1-dan (Korea) (B) b. Catalin Taranu 5-dan (Europe) by resig.; Jiang Zhujiu 9-dan (Korea) (W) b. Jiang Mingjiu 7-dan (USA) by resig.

Round 2 (2 May)

Yu Ch'ang-hyeok 9-dan (Korea) (B) b. Yu Bin 9-dan (China) by resig.; Cho Hun-hyeon 9-dan (Korea) (W) b. Cho Chikun 9-dan (Japan) by resig.; Yi Ch'ang-ho 9-dan (Korea) (B) b. Jiang Zhujiu 9-dan (Korea) by 1½; Yi Se-tol 3-dan (Korea) (W) b. Yi Sang-hun* 7-dan (Korea) by 1½; Cho Han-seung 5-dan (Korea) (W) b. O Rissei 9-dan (Japan) by 3½; Weon Seong-chin 4-dan (Korea) (B) b. Chang Hao 9-dan (China) by resig.; Pak Yeong-hyeon 4-dan (Korea) (B) b. Ma Xiaochun 9-dan (China) by 4½; Zhou Heyang b. Yun Chun-sang 1-dan.

Quarterfinal pairings (scheduled for 31 October)

Weon vs. Zhou; Yi Se-tol vs. Pak; Yi Ch'ang-ho vs. Yu; Cho vs. Cho.

4th Chunlan Cup: Japan and China do well

The opening two rounds of the 4th Chunlan Cup, a Chinese-sponsored international tournament, were held in Beijing on 18 and 20 May. For once, Japan and China did better than Korea, each getting three players through to the quarterfinals to Korea's two. Of course, the latter are the world's top two players, Yi Ch'ang-ho and Cho Hun-hyeon, so Korea must still be the favourite to win the tournament, but still this is a refreshing contrast to the other international tournaments recently.

Round 1 (18 May, Beijing)

Cho Chikun 9-dan (Japan) (W) beat Pak Yeong-hyeon 3-dan (Korea) by 2½; Yuki Satoshi 9-dan (Japan) (W) b. Yi Se-tol 3-dan (Korea) by 8½; Cho U 7-dan (Japan) (W) b. Peng Jinghua 5-dan (Chinese Taipei) by 16½; Hane Naoki 8-dan (Japan) (B) b. Hu Yaoyu 6-dan (China) by 1½; Yi Ch'ang-ho 9-dan (Korea) (W) b. Rin Kaiho 9-dan (Japan) by 16½; Luo Xihe 8-dan (China) (B) b. Michael Redmond 9-dan (USA) by 3½; Ding Wei 8-dan (China) (W) b. Ch'oe Myeong-hun 8-dan (Korea) by resig.; Zhou Junxun 9-dan (Chinese Taipei) (W) b. Hans Pietsch 4-dan (Europe) by resig.

Round 2 (20 May, Beijing)

Yi Ch'ang-ho (W) b. O Rissei 9-dan (Japan) by resig.; Zhou Heyang 9-dan (China) (W) b. Cho Chikun (Japan) by resig.; Yuki Satoshi (W) b. Ma Xiaochun 9-dan (China) by 4½; Hane Naoki

* This is the other Yi Sang-hun, not Se-tol's elder brother.

(Japan) (W) b. Kong Jie 6-dan (China) by 2½; Cho U (Japan) (B) b. Yu Bin 9-dan (China) by resig.; Cho Hun-hyeon 9-dan (Korea) (W) b. Ding Wei (China) (margin not given); Chang Hao 9-dan (China) (B) b. Zhou Junxun (Chinese Taipei) by 7½; Luo Xihe (China) (B) b. Yu Ch'ang-hyeok 9-dan (Korea) by resig.

Quarterfinal pairings (date not yet decided)

Cho U vs. Chang Hao, Yuki vs. Luo, Hane vs. Cho Hun-hyeon, Yi vs. Zhou.

China wins 24th World Amateur Go Championship

This year a record 61 countries took part in the World Amateur Go Championship, which was held from 2 to 6 June in Hida Takayama City in Gifu Prefecture. For the second year in a row and the 14th time overall, the tournament was won by the Chinese representative. Fu Li, a 28-year-old go coach, seized victory with eight straight wins. The key games were in the fifth and sixth rounds, when he defeated his main rivals, Hong Mal Eun Saem of Korea and Kikuchi Yasuro of Japan. The latter, at 72, was the oldest competitor.

The prize winners:

- 1st: Fu Li 6-dan (China) 8-0
- 2nd: Hong Mal Eun Saem 7-dan (Korea) 7-1
- 3rd: Kikuchi Yasuro 8-dan (Japan) 6-2
- 4th: Ri Pong-il 7-dan (DPR Korea) 6-2
- 5th: Victor Guang Chow (South Africa) 6-2
- 6th: Cristian Pop 6-dan (Romania) 6-2
- 7th: Yu Cheng-juei 7-dan (Ch. Taipei) 5-3
- 8th: Yiming Guo 7-dan (Australia) 5-3

Hane wins Japan-China Tengen play-off

Both players were making their debut in the 15th annual play-off between the Japanese Tengen and the Chinese Tianyuan, but the fortunes of war favoured the Japanese side, with Hane Naoki (aged 25) defeating Huang Yizhong (aged 20) 2-0. Holding black, Hane won the first game, played on 29 May, by resignation, and the second, played on 31 May, by 15½ points. This victory, Japan's sixth in the series, is Hane's first notable international success.

Most world championships won

- 16: Yi Ch'ang-ho
- 10: Cho Hun-hyeon
- 6: Takemiya Masaki, Yu Ch'ang-hyeok
- 4: Yoda Norimoto
- 2: Otake Hideo, Ma Xiaochun, Yu Bin, O Rissei

Team championships (Jinro, Nong Shim, Okinawa)

9: Korea

News from Japan

40th Judan: O rebuffs Takemiya's challenge

This year there has been a bit of a comeback by the Kitani school — see the Honinbo and Meijin items below. Leading the charge was the 51-year-old Takemiya Masaki, famed as a sanrensei and moyo master; his challenge to O Rissei for the Judan title produced a very exciting match, but in the end Takemiya fell just short. Usually Black is better for playing large moyos, but Takemiya was more successful with White. In the end, White won every game in this series, which is probably a first in Japan.

His victory gave O his 20th title, putting him in 11th place in the all-time list.

The results:

- Game 1 (1 March). O (W) by 2½.
- Game 2 (22 March). Takemiya (W) by 8½.
- Game 3 (4 April). O (W) by resig.
- Game 4 (18 April). Takemiya (W) by 1½.
- Game 5 (25 April). O (W) by 1½.

From the 41st Judan tournament, the time allowance has been shortened from five hours to four hours per player for all games, including the title match. Japan is getting closer and closer to the international norm of three hours.

Kato's comeback as Honinbo

Kato Masao 9-dan has rewritten the record book by winning the 57th Honinbo title: the oldest player to become Honinbo, the



O Rissei fends off the challenge of Takemiya Masaki for his Judan title.

longest period before making a comeback, and the first top Nihon Ki-in official to win a title.

Kato earned the right to challenge O Meien for the title by defeating Hane Naoki Tengen in the final round of the league on 4 April. Hane was the only other player in the running for 1st place — he could have tied with Kato and forced a play-off — but his loss cost him his place in the league. With its turnover of half its members every year, the only way to be sure of retaining your place in the Honinbo league is to actually win it.

Kato won the Honinbo title three years in a row from 1977 to 1979 and since then had made unsuccessful challenges in 1995 and 1997. At first, this year's challenge looked as if it was going to follow the pattern of the ones in the 90s; Kato lost two games in a row, and some fans queried whether, at the age of 55, he still had the stamina for two-day games. In fact, he was the second oldest Honinbo challenger; at 55 years three months when he challenged for the 30th title, Sakata Eio was just one month older.

Kato started proving the doubters wrong

57th Honinbo league (27 September 2001 to 4 April 2002) Title-holder: O Meien

Player/Opponent	C.U.	C.S.	C.C.	H.N.	K.M.	O.H.	M.G.	Y.K.	won/lost
1. Cho U	---	0	1	0	0	1	1	1	4-3
2. Cho Sonjin	1	---	0	1	0	1	0	1	4-3
3. Cho Chikun	0	1	---	1	0	1	1	0	4-3
4. Hane Naoki	1	0	0	---	0	1	1	1	4-3
5. Kato Masao	1	1	1	1	---	1	0	1	6-1
5. Otake Hideo	0	0	0	0	0	---	1	0	1-6
5. Miyazawa Goro	0	1	0	0	1	0	---	0	2-5
5. Yamada Kimio	0	0	1	0	0	1	1	---	3-4



Nice to be back on top

in the third game, when he recovered from an unfavourable start to stage an upset on the second day. Kato went on to win four games in a row, including a couple more second-day upsets; in nearly all the games, he played quite quickly, finishing with two or three hours to spare – perhaps this was a deliberate strategy to conserve stamina.

Not only is Kato the oldest Honinbo title-winner, he is actually the first in his 50s. The gap of 22 years since he last held the title is nearly double the previous record of 12 years, set by Rin Kaiho (Honinbo) and Kobayashi Koichi (Judan). During the title match, Kato became Vice Chairman of the Nihon Ki-in board of directors (see below), so that enabled him to set another record. In March this year, he also became the first Japanese player to score 1,200 wins.

The results:

Game 1 (13, 14 May). O (W) by 1½.
 Game 2 (24, 25 May). O (B) by 13½.
 Game 3 (6, 7 June). Kato (B) by resig.
 Game 4 (12, 13 June). Kato (W) by 1½.
 Game 5 (26, 27 June). Kato (B) by resig.
 Game 6 (10, 11 July). Kato (W) by 1½.

Kobayashi leads in Gosei title match

The 27th Gosei title match features a fresh pairing: Kobayashi Koichi vs. Yuki Satoshi. The latter is a member of the Kansai

Ki-in and made an unsuccessful challenge for this title in 1997. In the play-off to decide the challenger, he defeated a fellow Kansai Ki-in player, Sonoda Yuichi, who challenged for the Gosei, likewise unsuccessfully, in 1998.

So far, Yuki's second challenge is faring badly. In the first game, he lost a close territorial contest by 1½ points (Yuki had black). In the second game, played on 18 July, he started out well, but a slack move let Kobayashi stage an upset. The latter now needs just one more win to defend his title.

Cho Chikun leads Meijin league

The 27th Meijin league has been a close contest all the way between Cho Chikun Oza and Yamashita Keigo 7-dan, but on 11 July the latter suffered a painful loss to Ryu Shikun, the only other player still in contention. As a result, Cho Chikun, on 6-1, secured the sole lead, with Ryu and Yamashita one step behind on 5-2. They can catch up only if Cho loses to Cho Sonjin in his final game. However, if both Ryu and Yamashita also win, only the higher-ranked Ryu will qualify for a play-off.

Top title winners

1. Sakata Eio: 64	6. Rin Kaiho: 35
2. Cho Chikun: 63	7. Yoda Norimoto: 29
3. Kobayashi K.: 54	8. Ishida Yoshio: 24
4. Otake Hideo: 48	Takemiya Masaki: 24
5. Kato Masao: 46	10. Fujisawa Shuko: 23

Spring promotions

The following players have earned promotions in the spring/summer session of the rating tournament (Oteai).

To 9-dan: Enda Hideki
 To 8-dan: Akiyama Jiro
 To 7-dan: Oki Keiji, Miyagawa Fumihiko
 To 6-dan: Kanno Masashi, Rin Shien
 To 4-dan: Mitsunaga Junzo, Rin Kanketsu

27th Kisei leagues

Ryu Shikun and Hane Naoki share the lead in the A league, while we have a unique position in the B league: everyone has a share in the lead.

27th Meijin league (6 December 2001 to summer 2002)

Title-holder: Yoda Norimoto

Player/Opponent	R.K.	C.C.	R.S.	C.S.	O.M.	K.M.	O.R.	H.N.	Y.K.	won/lost
1. Rin Kaiho	---	0		1	1	1	0	1	0	4-3
2. Cho Chikun	1	---	1		1	1	1	1	0	6-1
3. Ryu Shikun		0	---	1	1	1	1	0	1	5-2
4. Cho Sonjin	0		0	---	0	0	1	0	0	1-6
5. O Meien	0	0	0	1	---		1	1	1	4-3
6. Kato Masao	0	0	0	1		---	0	0	0	1-6
7. O Rissei	1	0	0	0	0	1	---	1		3-4
7. Hikosaka Naoto	0	0	1	1	0	1	0	---	0	3-5
7. Yamashita Keigo	1	1	0	1	0	1		1	---	5-2

Kisei leagues

A League (6 June~October 2002)

Player/Opponent	R.S.	H.N.	M.T.	I.Y.	Y.N.	N.T.	won/lost
1. Ryu Shikun	---			1	1		2-0
2. Hane Naoki		---			1	1	2-0
3. Mimura Tomoyasu			---	0		0	0-2
4. Ishida Yoshio	0		1	---			1-1
5. Yoda Norimoto	0	0			---		0-2
6. Nakaonoda Tomomi		0	1			---	1-1

B League (13 June~October 2002)

Player/Opponent	C.C.	C.U.	A.S.	C.S.	K.S.	Y.K.	won/lost
1. Cho Chikun	---		0	1			1-1
2. Cho U		---	0			1	1-1
3. Awaji Shuzo	0	1		---			1-1
4. Cho Sonjin	1		---		0		1-1
5. Kobayashi Satoru				1	---	0	1-1
6. Yamashita Keigo		0			1	---	1-1

Hane sets promotion record

Hane Naoki Tengen has set a new speed record for promotion to 9-dan at the Nihon Ki-in. Hane earned this promotion on 25 July, so he made it in 11 years three months. That beat the previous record, held by Nakano Hironari, of 12 years 1 month; it even beat the record of Ishida Yoshio, who didn't make the final promotion by the Oteai but by recommendation when he won both the Honinbo and Meijin titles in 1974. Ishida took 11 years seven months.

The Hanes are the first 9-dan father and son at the Nihon Ki-in.

Upheaval at the Nihon Ki-in

There has been a political upheaval at the Nihon Ki-in, with the board of directors being forced to resign en masse when their proposed budget for the upcoming financial year was rejected at a general meeting of Nihon Ki-in go professionals held on 30 April.

The Nihon Ki-in has run a deficit for

eight years in a row; with no end to the recession (depression?) in the Japanese economy in sight, there would seem to be no immediate prospects of a recovery in the Nihon Ki-in's finances. Since his appointment as chairman of the Board of Directors four years ago, Toshimitsu Matsuo, a former president of Japan Airlines, has worked hard to reduce expenses and at least the size of the deficit has decreased. However, some of the measures taken have been unpopular with professionals, in particular, a drastic reduction in playing fees for the Oteai or rating tournament.

The general meeting delegated to Toshimitsu and Kato Masao 9-dan the selection of a new board of directors, which was to be officially appointed by Toshimitsu instead of being chosen by an election, as hitherto. The appearance of Kato's name here may be a surprise to readers, but apparently he has long been an opinion leader and is well trusted by his fellow professionals (the timing of all this was not great for him, however, as he was engaged in a best-of-seven title match). On 25 June, the composition of the new board was announced. Toshimitsu remains as Chairman and Imanaka Akio remains as Vice Chairman, with Kato being appointed as a second Vice Chairman (a new post). The directors are: Kudo Norio, Kawamoto Noboru, Umeki Suguru, Hidaka Toshiyuki, Fujisawa Kazunari, Sakai Yoshimitsu, and Kitani Yoshimi. Only Kawamoto and Sakai are holdovers from the previous board. The main loser from the reshuffle is Oeda Yusuke, who had been a director for 35 years and who was said to hold the real power at the Nihon Ki-in.

The new post of executive director was also created and a Nihon Ki-in employee, Sakamaki Tadao (one of the writers of *A Dictionary of Basic Joseki*), was appointed to it. The new board will serve for two years from 30 July.

As the recession of the 90s took hold in Japan, many sources of corporate funding for go dried up. No tournament sponsor has dropped out, as happened many times in the Korean financial crisis in the late 90s, but, for example, many companies have ceased sub-

sidizing the hiring of professionals as teachers for company go clubs, which has had a serious impact on the livelihood of ordinary professionals. Go fans have also reduced their spending on go, and one result of that was that the Nihon Ki-in had to discontinue its monthly magazine *Kido*. The new board is going to have a very tough job engineering a recovery in the Nihon Ki-in's finances ahead of a general economic recovery.

News from Korea

Go recognized as a sport

On 25 January this year, the Korean Physical Education Council approved an application by the Korean Baduk Association for recognition of go as a sport. This step follows the lead of China and should further stimulate the promotion of go in Korea.

Satellite TV go channel starts

Korea already had a TV channel, Baduk 46, providing go programs 24 hours a day; now it also has Sky Baduk, a digital-TV satellite channel, which was launched on 1 March.

Yi wins Kiseong title ten years in a row

Mok Chin-seok 6-dan put up a valiant fight as the challenger for the 13th Kiseong title, taking the lead in the match by winning the third game, but in the end the defending champion, Yi Ch'ang-ho, proved too strong. He came back strongly and defended his title with successive wins in the fourth and fifth games.

This victory gave Yi his tenth Kiseong title in a row, but that is far from being a record in Korea — it does match Cho Hunhyeon's record in the Kuksu tournament, but Cho has won the P'aewang title 16 years in a row.

Incidentally, this match seems to have redressed the balance of the colours with Japan's Judan title match.

Results:

Game 1 (4 Jan.). Mok (B) by resig.

Game 2 (25 Jan.). Yi (B) by resig.
Game 3 (23 Feb.). Mok (B) by resig.
Game 4 (4 March). Yi (B) by resig.
Game 5 (28 March). Yi (B) by 2½.

KT Cup Masters Tournament

The wily Cho Hun-hyeon prevailed over the 16-year-old 3-dan Ch'oe Ch'eol-han in the final game of the title match and so became the first winner of this new title, which offers a first prize of 45 million won.

Incidentally, we don't recall ever seeing a title match before with such large counted margins in every game.

The results:

Game 1 (15 Feb.). Cho (W) by 15½.
Game 2 (21 Feb.). Ch'oe (W) by 13½.
Game 3 (7 March). Cho (B) by 18½.

Yi regains Kuksu title

This year the 45th Kuksu (National Champion) title match was fought between the players who have dominated this title for the last two and a half decades. Cho Hun-hyeon, the reigning champion, has won the title 16 times since first taking it as a 6-dan in 1977. His disciple, Yi Ch'ang-ho, has won it six times since 1991, five of those times being at the expense of Cho.

This year witnessed the tenth clash between the two in this title, and victory went to the disciple, with Yi beating Cho 3-1. This gave Yi a current tally of six titles.

The results:

Game 1 (11 March). Cho (B) by resig.
Game 2 (4 April). Yi (B) by 2½.
Game 3 (18 April). Yi (W) by resig.
Game 4 (29 April). Yi (B) by resig.

Yi defends P'aewang title

An Cho-yeong 6-dan is a 22-year-old who became the challenger for the 36th P'aewang (Monarch) title by defeating Yu Ch'ang-hyeok 9-dan in the play-off (held on 15 March). However, his challenge against Yi Ch'ang-ho was not favoured by fortune: he was on the wrong side of two half-pointers. Perhaps he lost heart after that, for Yi then forced a resignation in the third

game and so defended his title. Incidentally, this has not been one of Yi's main titles: he has won it only four times.

The results:

Game 1 (22 April). Yi (B) by ½.
Game 2 (13 May). Yi (W) by ½.
Game 3 (24 May). Yi (B) by resig.

Yi Se-tol wins BC Card Cup

This started out as an open tournament, but from the 8th term it became restricted to players 6-dan and under; at the same time it acquired the subsidiary name of King of the New Stars.

The best-of-three final in the 12th Cup was fought between Yi Se-tol 3-dan (age 19) and Kim Myeong-wan 6-dan (age 24). The younger player prevailed 2-1.

The results:

Game 1 (8 April). Kim (B) by resig.
Game 2 (24 April). Yi (B) by resig.
Game 3 (4 May). Yi (B) by 1½.

Yi Se-tol wins 1st KFT Cup

This is a fast-play tournament (20 minutes per player) that is the successor to the Paedal Wang (Go King of Korea) tournament. The last Paedal Wang, Yi Se-tol 3-dan, survived the transition, rebuffing the challenge of Yu Ch'ang-hyeok 2-0. In the final game, Yi forced a resignation after just 95 moves.

The results:

Game 1 (7 June). Yu (B) by resig.
Game 2 (14 June). Yi (B) by 3½.
Game 3 (24 June). Yi (B) by resig.

Wangwi title tied

Yi Ch'ang-ho has held this title for six years in a row. This year he is faced with a challenge by Yi Se-tol 3-dan. The latter made a good start by winning the first game, but Ch'ang-ho bounded back in the second.

Results to date:

Game 1 (12 July). Se-tol (B) by resig.
Game 2 (19 July). Ch'ang-ho (B) by resig.

News from China

Chang Hao tops Chinese rankings

In our previous issue, we published a list of the top ten Chinese players for 2001. Our source didn't give the numerical ratings on which the list was based, but we would now like to remedy the omission.

- | | |
|----------------------|----------------------------|
| 1. Chang Hao: 2698 | 6. Gu Li: 2640 |
| 2. Ma Xiaochun: 2664 | 7. Ding Wei: 2619 |
| 3. Zhou Heyang: 2658 | 8. Liu Jing: 2609 |
| 4. Wang Lei: 2648 | 9. Hu Yaoyu: 2608 |
| 5. Kong Jie: 2641 | 10. Luo Xihe, Yu Bin: 2595 |

New star wins Tianyuan

Huang Yizhong, a 20-year-old 5-dan, has scored his first big success, defeating Chang Hao 9-dan 2-0 to win the 16th Tianyuan title. Huang forced resignations from the defending champion in both the first (1 March, Huang black) and second (3 March) games. First prize is 20,000 yuan.

There have been two changes in this title: the final has been changed to a best-of-three and the komi to $3\frac{3}{4}$ points (equivalent to $7\frac{1}{2}$ points under the Japanese rules). The Chinese Weiqi Association recently decided to switch to a $3\frac{3}{4}$ -point komi in all tournaments (the Tianyuan was the first to put it into effect), which is vindication for the late Ing Chang-ki, who pioneered this komi in the Ing Cup. Korea has adopted a $6\frac{1}{2}$ komi, one point more than in Japan, but with Chinese counting there is no difference between $5\frac{1}{2}$ and $6\frac{1}{2}$.

Incidentally, the new champion benefited considerably from the new komi. Playing white, he scored successive half-point wins

in the tournament semifinal (against Dong Yan 7-dan) and in the final (against Wang Lei 8-dan).

Peng Quan wins King of the New Stars

The final of the 9th King of the New Stars tournament featured a clash between two of the top young players in China: Peng Quan 4-dan and Qiu Jun 6-dan. The latter made a good start, winning the first game, played on 25 February, but Peng fought back to take the second (26 Feb.) and third (27 Feb.) games and so won this title for the first time.

Ma wins CCTV Cup

The final of this year's CCTV Cup was played on 23 April. Playing black, Ma Xiaochun 9-dan defeated Ding Wei 8-dan by resignation.

Amateur Chinese championship

Recent winners of the WAGC starred in this year's amateur Chinese championship, which was held from 13 to 19 January. First place was taken by last year's WAGC champion, Li Daichun; 2nd place went to Chuan Li, who has yet to appear in the WAGC, but the third place getter was a familiar face: Liu Jun, who won the 18th and 19th WAGCs and also the WAGC Champion of Champions tournament.

Liu Jun's Shanghai team won the team championship.

Husband-and-wife team wins Pair Go

In the final of the 6th Hitachi Cup Pair Go tournament, played on 16 June, Zhang Xuan 8-dan and her husband Chang Hao 9-dan defeated Yang Hui 8-dan and her husband Ca Dayuan 9-dan.

Meien Magic in the Fujitsu Cup

The term 'O magic' is often used to describe the incredible complications that O Rissei can generate in an unfavourable position, but we're going to appropriate the term for O Meien. He doesn't do it in every game, but when he's in form, he plays a bold and

imaginative fuseki that is a striking contrast to the territory-oriented mainstream of contemporary go.

The game we give here is the most entertaining one from the current Fujitsu Cup. It takes two to make a great game, and, despite

a dubious start, Korea's young Chunweon title holder Pak Yeong-hyeon (aged 17) offers stout resistance. That sets the scene for a dazzling denouement.

White: Pak Yeong-hyeon 3-dan (Korea)

Black: O Meien 9-dan (Japan)

Komi: 5½; time: 3 hours each.

Played in the quarterfinals of the 15th Fujitsu Cup, Cheju Island, 1 June 2002.

Commentary by Kiyonari Tetsuya 9-dan.

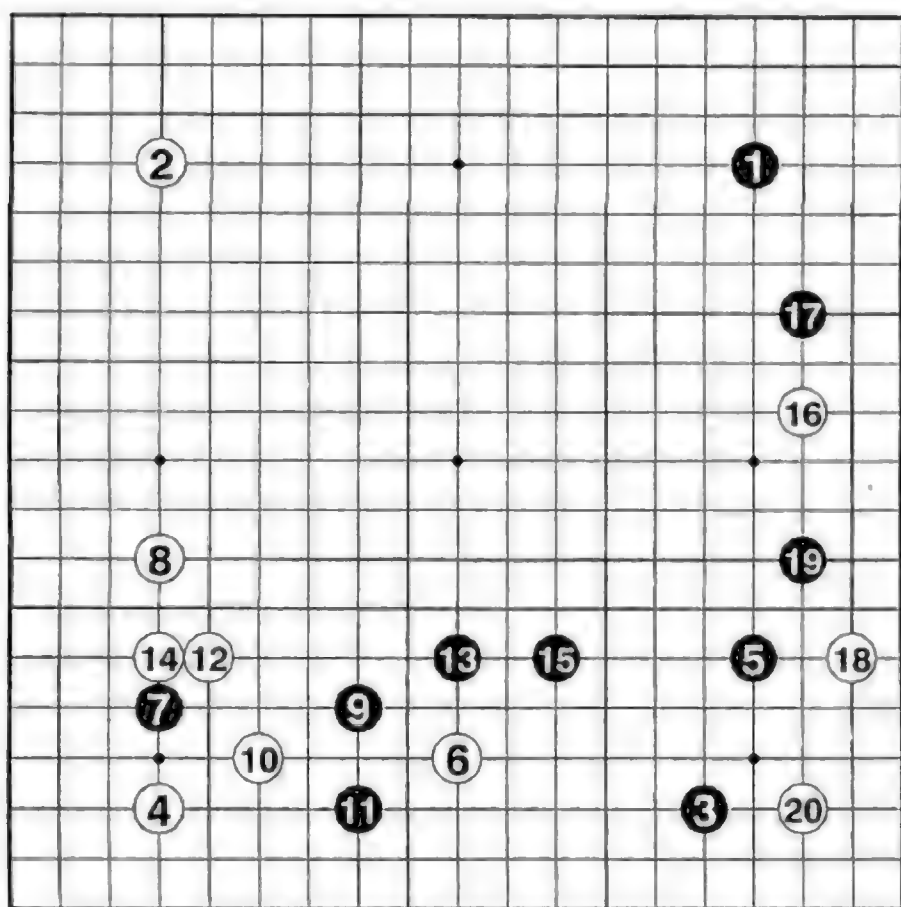


Figure 1 (1-20)

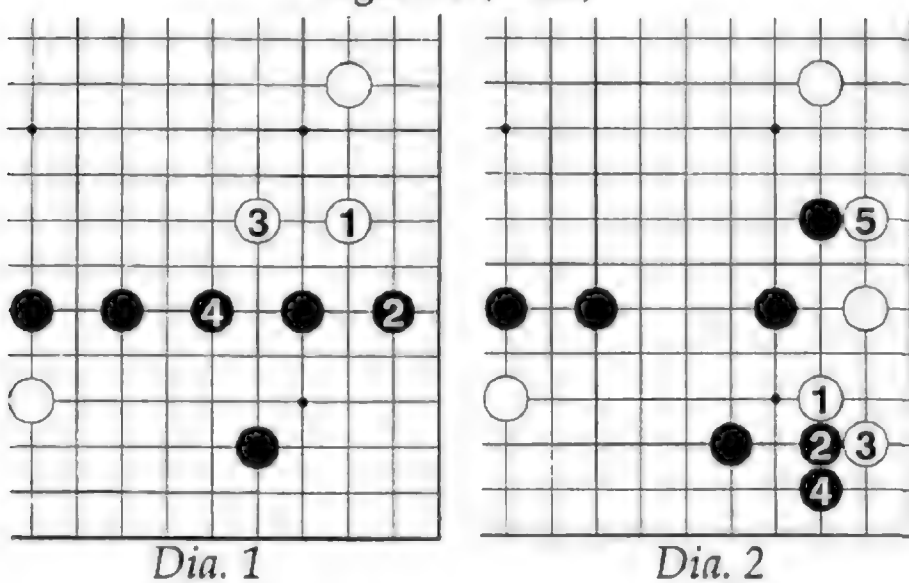


Figure 1 (1-20). Black's ideal start

Black 1 to 5 is a favourite opening pattern of O's. Black 9 is another typically free-spirited O move.

Each player goes his own way up to 15, but Pak has let O set up an ideal formation. Black already has the initiative.

White 18. If 1 in *Dia. 1*, 2 and 4 would be too good for Black.

White 20. White should hold back a line, that is, play at 1 in *Dia. 2*. White can easily link up on the edge with 5 and also has an opening to the left of 1.

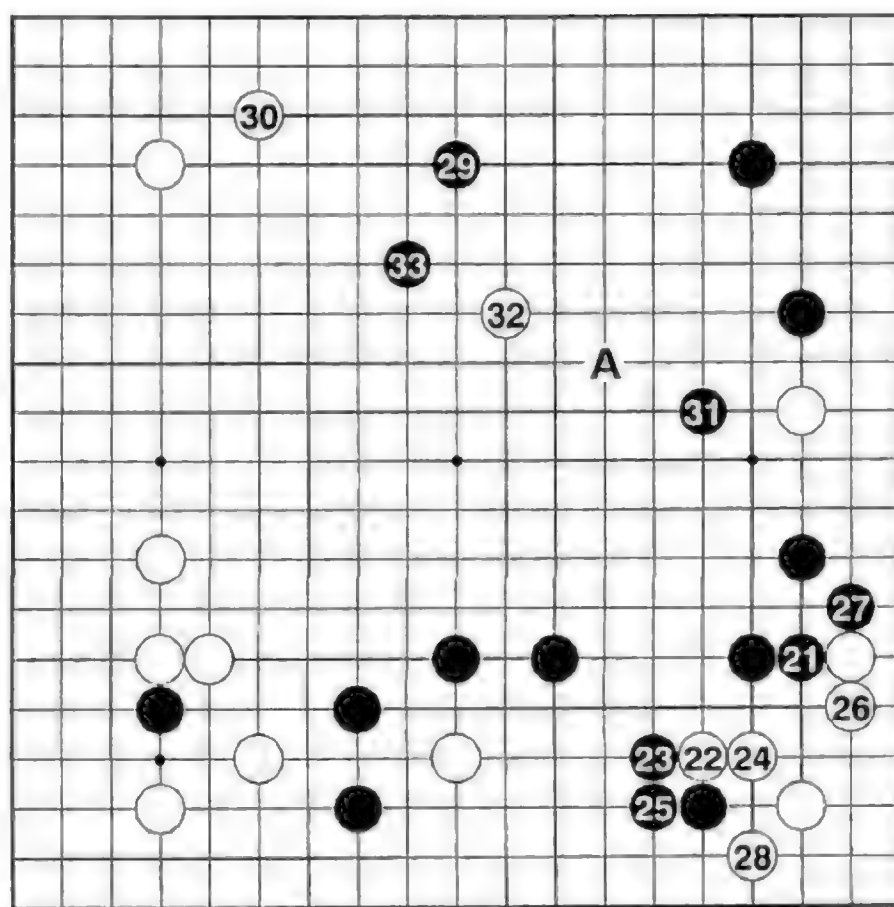


Figure 2 (21-33)

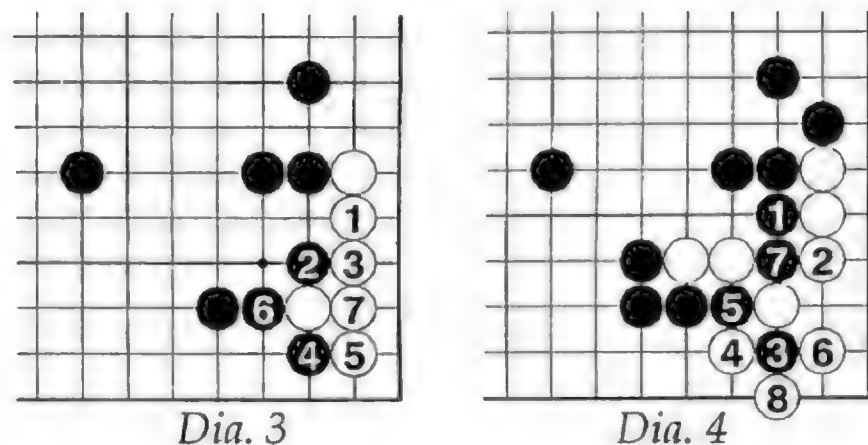


Figure 2 (21-33). Black has the lead.

White 22 and 24 help Black to solidify his territory, which is painful, but White has little choice. If he simply pulls back at 26, Black will force him into a low position as in *Dia. 3*.

White 28. O: 'I expected White to switch to White 29 at the top.' White's reason for playing 28 is that, if omitted, Black can capture two stones in sente as in *Dia. 4*. That would make Black quite thick.

Black 31. 'Too tight,' said O. This was the first move about which he expressed regrets. Kiyonari commented that Black A would have been feasible.

A new fight starts when White sets out to reduce the blackish-looking centre with 32. When White plays 34 and 36, the continua-

tion to 51 in the next figure is more or less inevitable.

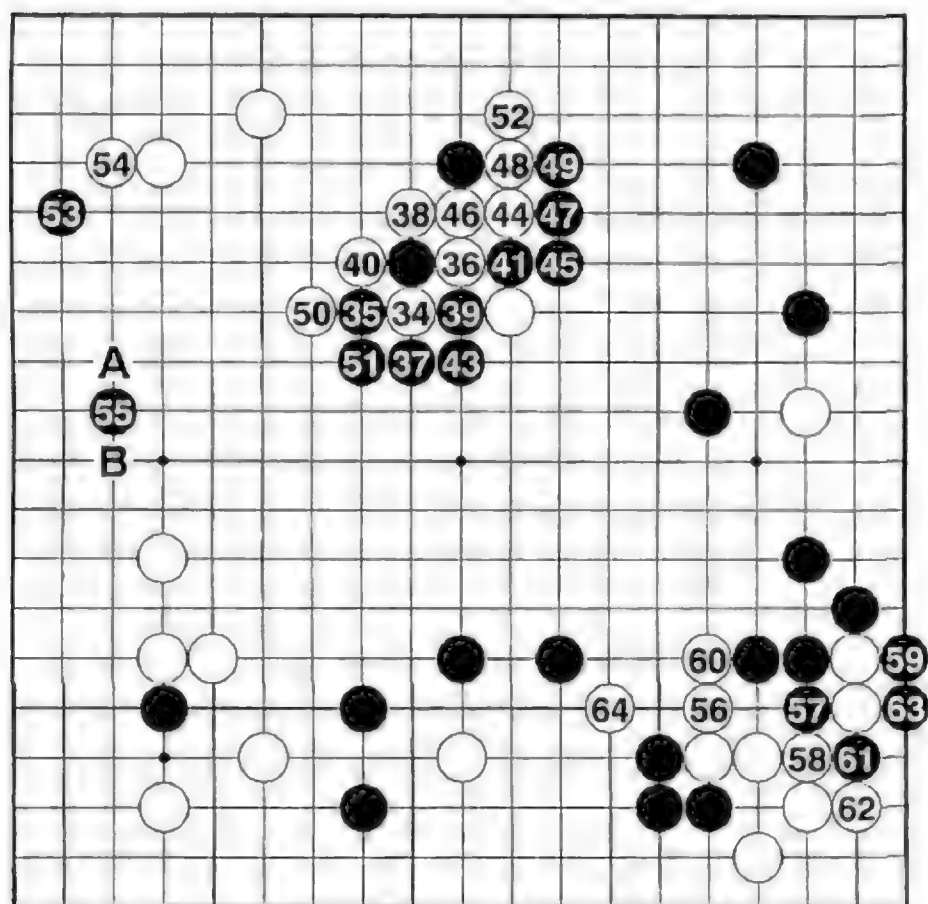


Figure 3 (34-64)
42: ko

Figure 3 (34-64). Black's aggressive play continues.

Black 35 is the fighting move. If White plays 36 at 37, Black 36 makes Black thick.

Black 53. Blocking to the right of 52 would also be big, but that would let White enclose the left side.

Black 55. If instead Black A, White plays B, and Black is heavy. White's probe at 56 leads to another fight.

Black 57 shows natural fighting spirit, but O commented later: 'Black is thick here, so should I have pressed at 66?' This would seal White in but with bad aji, which is why O rejected it.

White 60. White wants to start a fight, so he gives up the two stones on the side. The arena is ready when he jumps out at 64.

Figure 4 (65-100). O overdoes things.

White 72. White could start a capturing race with 1 in *Dia. 5*. White 5 is the vital point, but –

Dia. 6. The result is a ko, but it's Black's turn to capture, so this is no good.

White does encroach upon the centre a little up to 80, but he has to backtrack to defend the corner with 82, so Black captures

the bottom group cleanly with 83. The result of this fight is even – which means that Black has retained his original lead.

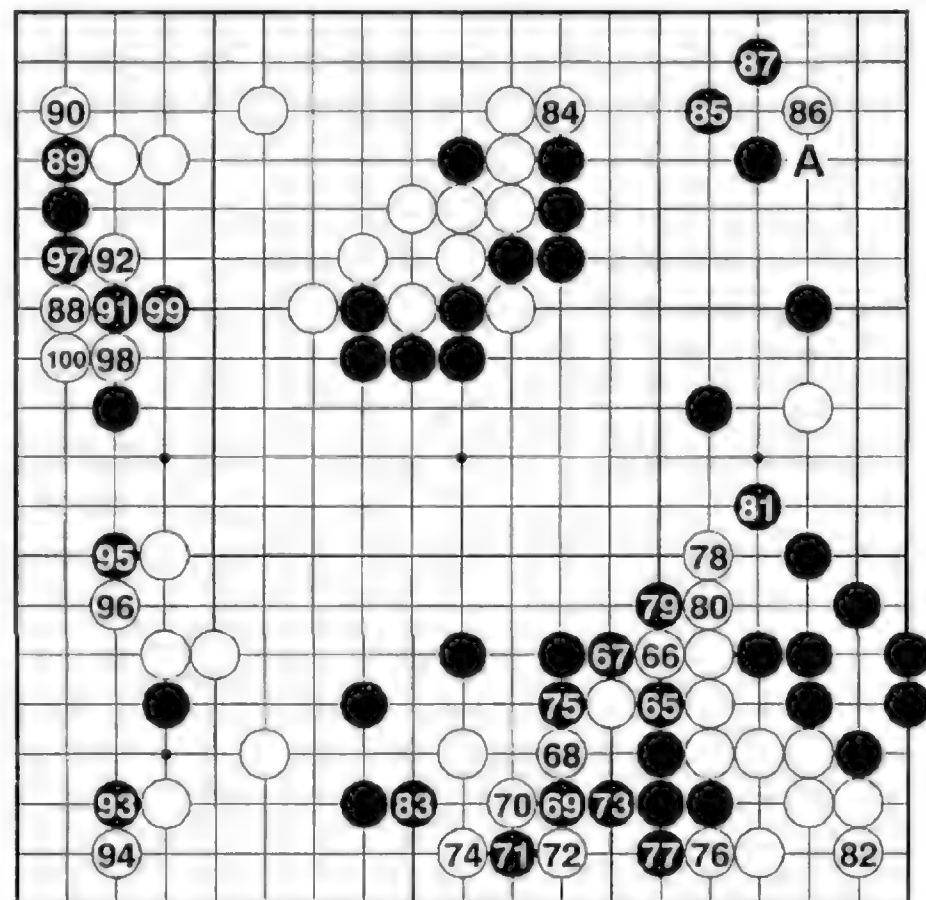
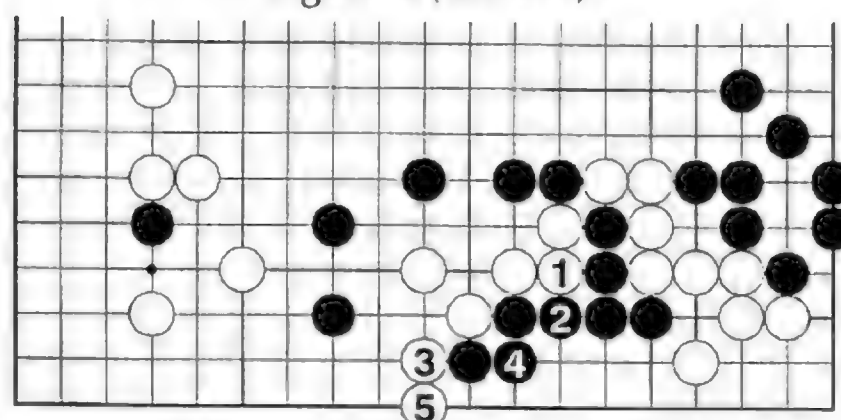
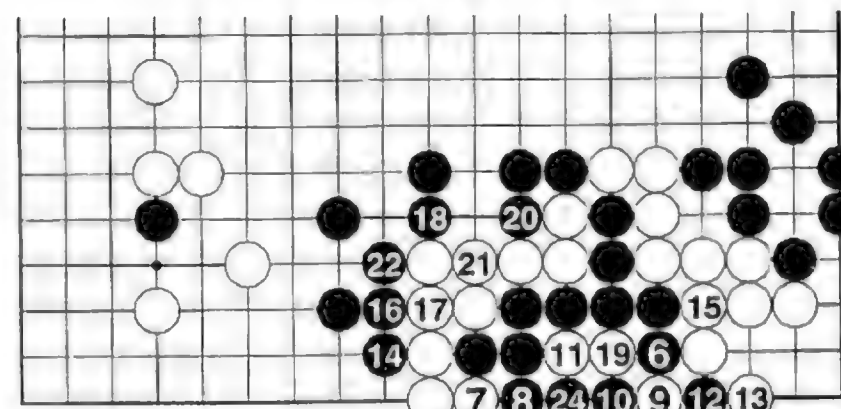


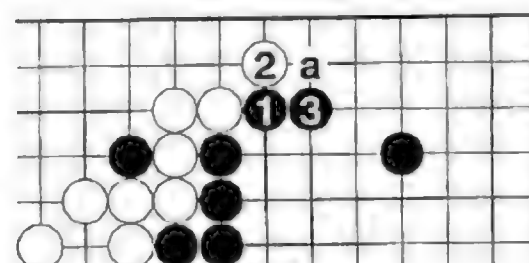
Figure 4 (65-100)



Dia. 5



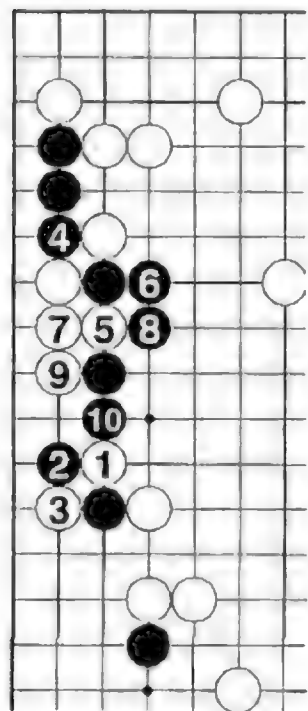
Dia. 6



Dia. 7

Black goes all out with 85 and 87, but these moves leave bad aji. According to Kiyonari, they show that perhaps O didn't think he was ahead. Instead of 85, Kiyonari recommended following *Dia. 7*. This gives

Black good aji here, though White can do something in the corner. Later, Black can block at 'a'.



Dia. 8

Instead of 87, Kiyonari recommended Black A. Since he's ahead, Black doesn't have to play so aggressively.

White switches to attack on the left side with 88. Black 95 is a sabaki tesuji. If White resists with 1 in Dia. 8, he collapses after 10.

White 96. If at 98, Black attaches below 96 and easily settles himself.

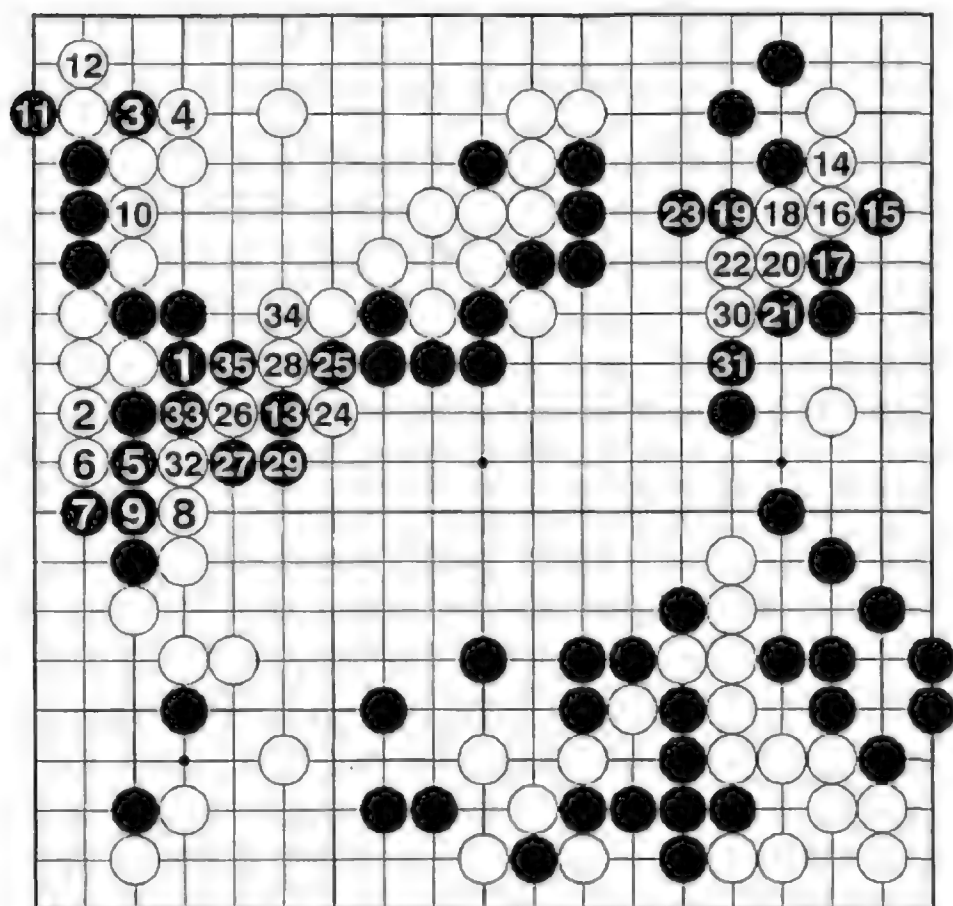


Figure 5 (101-135)

Figure 5 (101-135). A perilous fight

Black safely links up to the centre with 13, so this operation has been a success. If he plays first, he has an approach-move ko on the side.

White 14. White may not seem to have much eye-making potential here, but there's an awful lot of bad aji, so Black has to be very careful. That's why 87 in Figure 4 was overdoing things.

White tries to extricate himself, Black does his best to maintain the blockade — but

his aji is getting worse and worse. White 24 is related to the fight on the right.

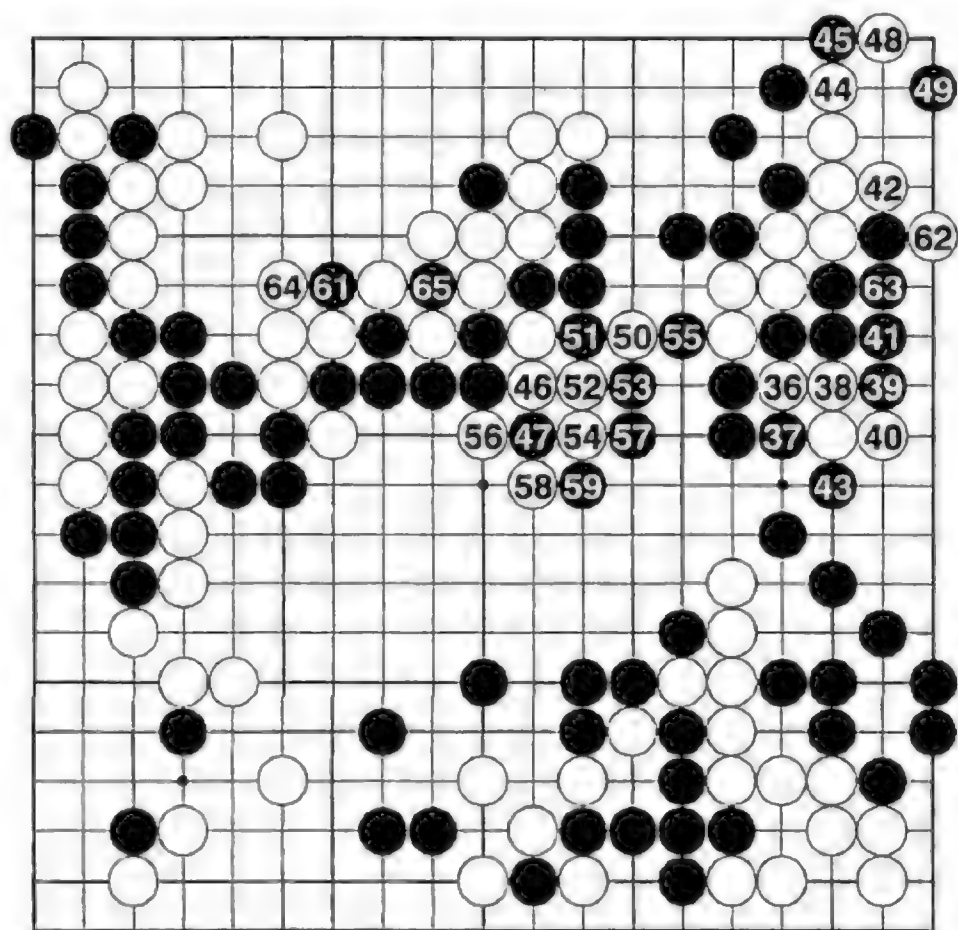
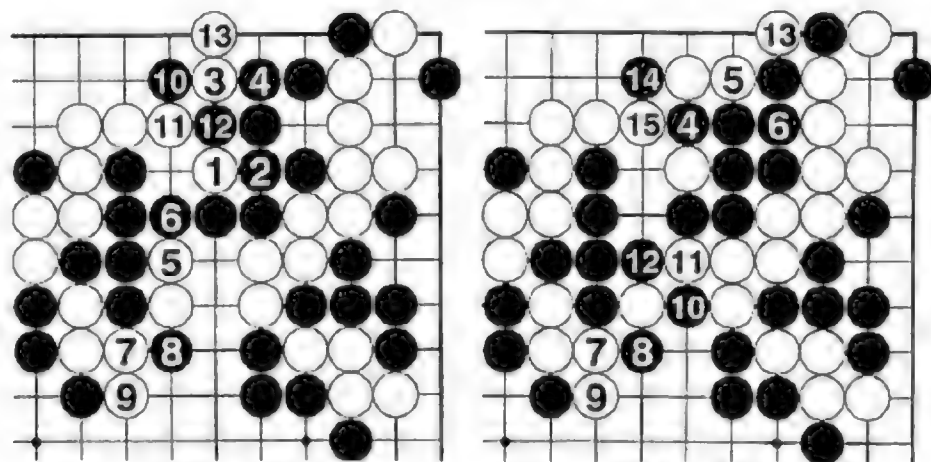
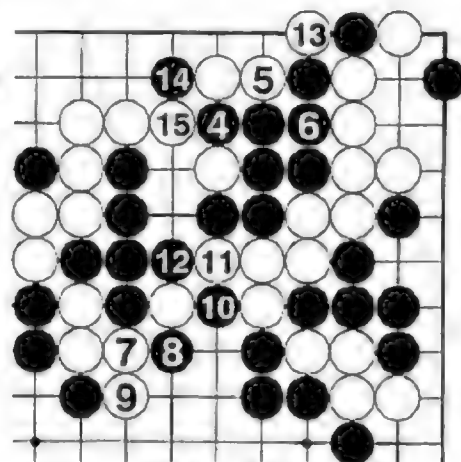


Figure 6 (136-165)

60: connects



Dia. 9



Dia. 10

Figure 6 (136-165). Pak misses his chance.

White 46, 50. A magnificent attack begins to take shape, but Pak misses his chance with 52. When Black links up his groups with 55, he has a won game. Instead of 52 —

Dia. 9. White 1 would be a decisive blow. If White exchanges 5 for Black 6 before moving out with 7, he wins the fight, as Black can get only one eye. Instead of 4 —

Dia. 10. If Black 4 here, White exploits Black's shortage of liberties to save his group.

These sequences were discovered by Kiyonari. Both players were already in byo-yomi, so they can't be blamed for missing them. White 1 in Dia. 9 is not an ordinary move.

Continued on page 54

The 26th Kisei Title Match

O Rissei vs. Ryu Shikun

After Ryu Shikun's unfortunate blunder in the dame-filling stage of the endgame in Game Five, where he had a clear win (see *Go World 94*), the momentum shifted in O Rissei's favor and he went on to win the sixth game, successfully defending his Kisei title for the second year in a row. Below we present the remaining five games of this match.

Game One

White: O Rissei Kisei

Black: Ryu Shikun 7-dan

Komi: 5½ points; time: 8 hours each

Played on January 10 & 11, 2002 in London.

Commentary by Cho Sonjin 9-dan.

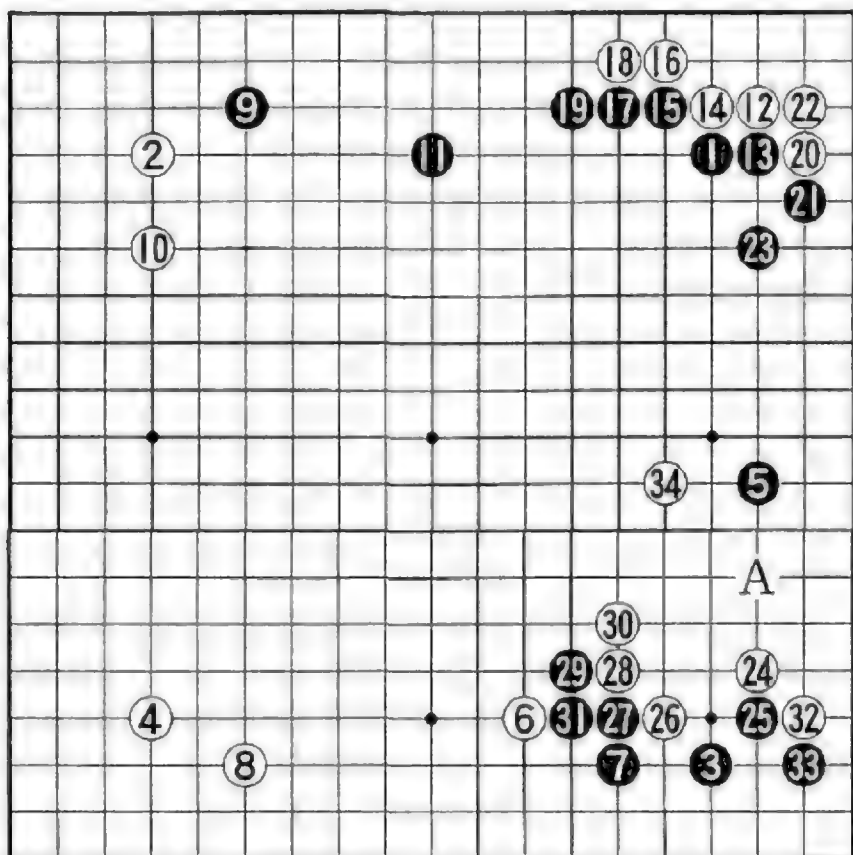


Figure 1 (1-34)

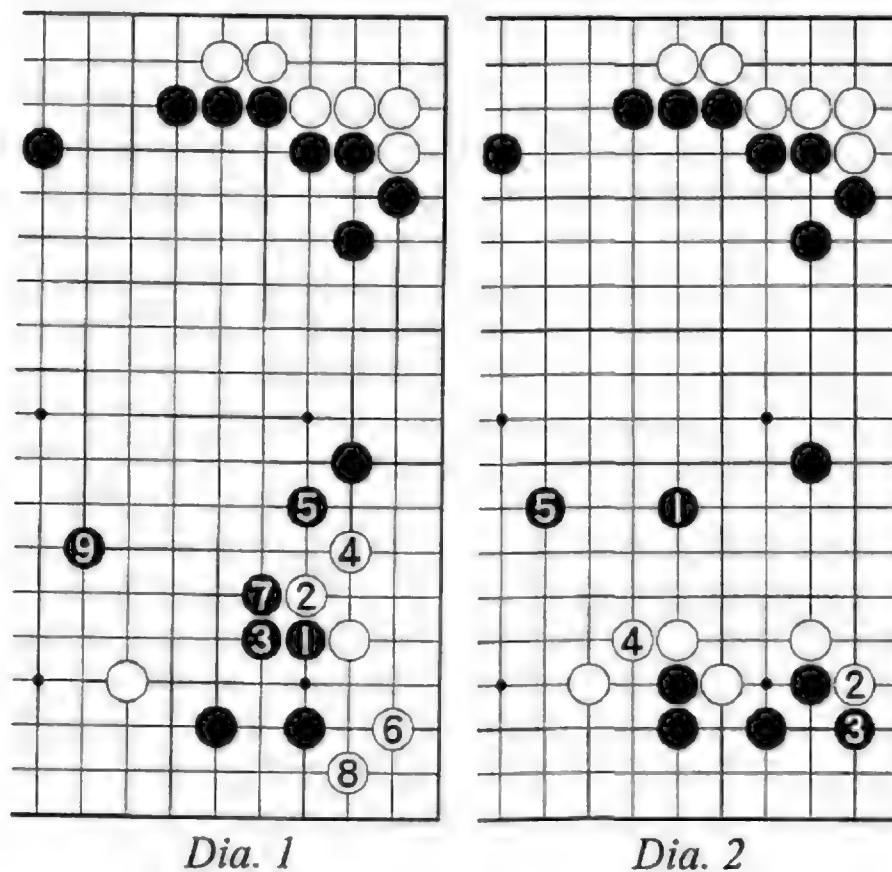
Figure 1 (1-34). A good opening for O

After the approach of White 24, the fighting became difficult. I questioned the diagonal attachment of Black 25. When Black answered White 26 and 28 with 29 and 31, I didn't like Black's result. There were two reasons. The first was that White 30 moves towards Black's moyo above, making it less effective. The second was that the thickness made with Black 29 and 31 was neutralized by White's stone at 8, so White can regard his stone at 6 as light.

So where should Black have played 25?

I considered many possibilities. One was attaching at Black 1 in *Dia. 1*. Up to 9, Black has staked out a vast moyo on the right side.

In the pressroom, Hikosaka Naoto 9-dan suggested that Black simply play 1 and 5 in *Dia. 2*. Indeed, that's an elegant way of playing. Hikosaka really has deep insight. For sure, Black's moyo above is important.



White 34 was a difficult move to evaluate. If Black can play at A later on, White won't have a good answer. Even so, up to 34, I'd have prefer to be playing White.

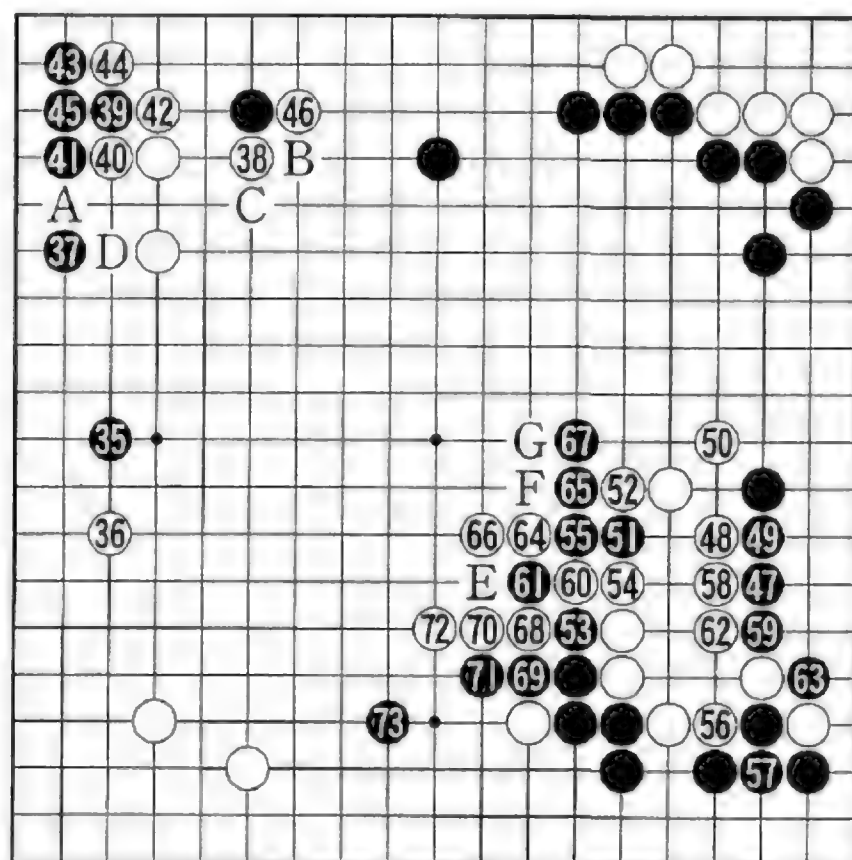


Figure 2 (35-73)

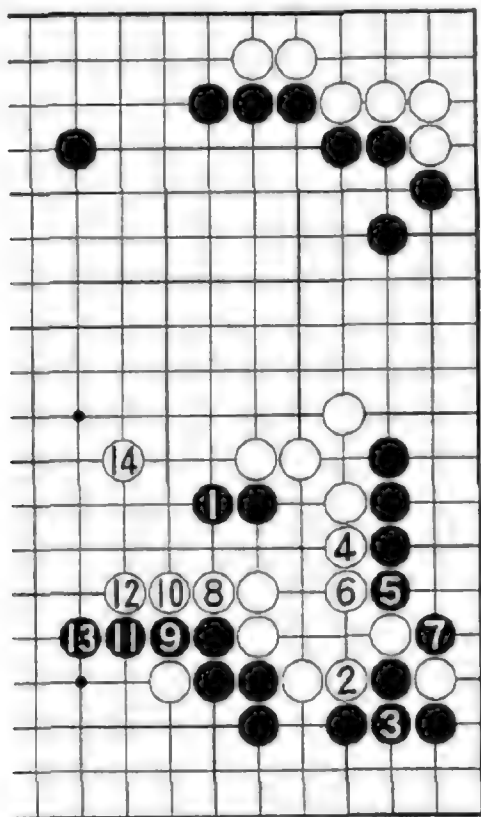
Figure 2 (35-73). Ryu's flexibility

I didn't like Black 41. Up to 45, all of Black's

stones are crawling along the second line. Instead of 41, crawling with Black 42–White A–Black B–White C–Black 46 is the only way. After this, aiming at Black D would be appropriate.

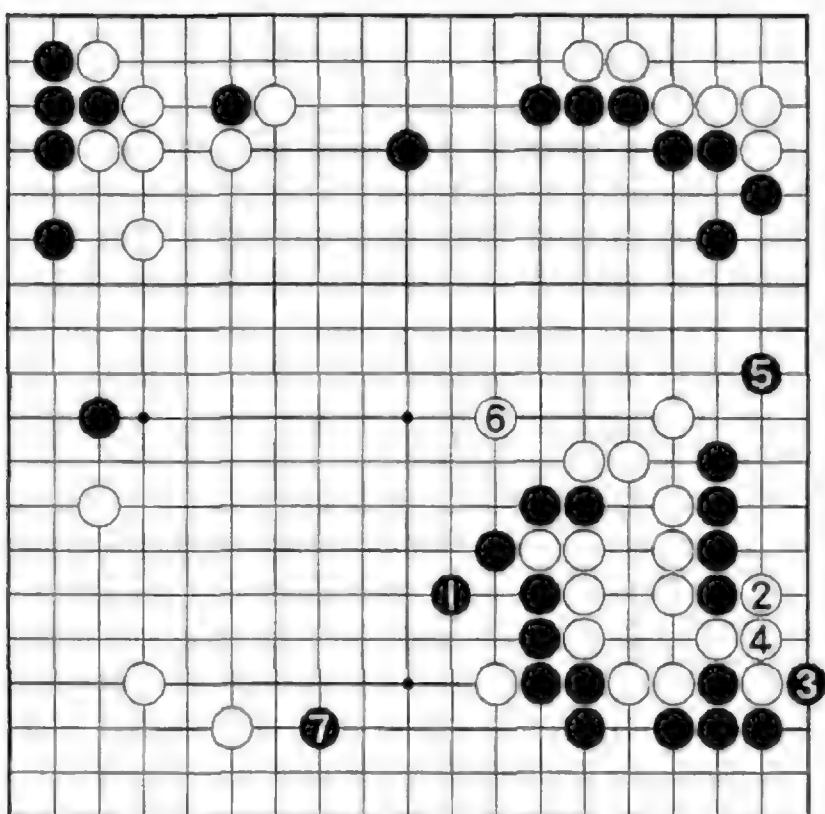
Instead of 46, White should attach at 49. If Black B, White can cut at 46. There is no need to worry about Black making sabaki. Black now plays 47 and it is not easy to find a good answer.

White 48 and 50 are typical of the way O fights back. Black 51 hits the vital point and naturally attacks White's stones.



Dia. 3

Black answers 52 with 53, then moves out into the center with 55. White defends with 56 and 58. Black could have also played 1 in Dia. 3. Up to 14, White catches two stones, but Black's territory at the bottom is getting quite big. In the game, White brutally cut through with 60 and 64.



Dia. 4

Sacrificing the key stone of Black 61 is a move that would not occur to most players. (Black 65 at E, followed by White F, is inferior to Dia. 3. Moreover, if Black 67 at 70, White will cast a net with G.) Black 61 showed patience and flexibility. In any case, White's position cannot be considered bad, even though Black has gained a lot of territory. In fact, the game will become quite difficult from here on.

Going back to Black 63, there is also the possibility of playing 1 in Dia. 4. This leads to a peaceful game and it is the way I would have played.

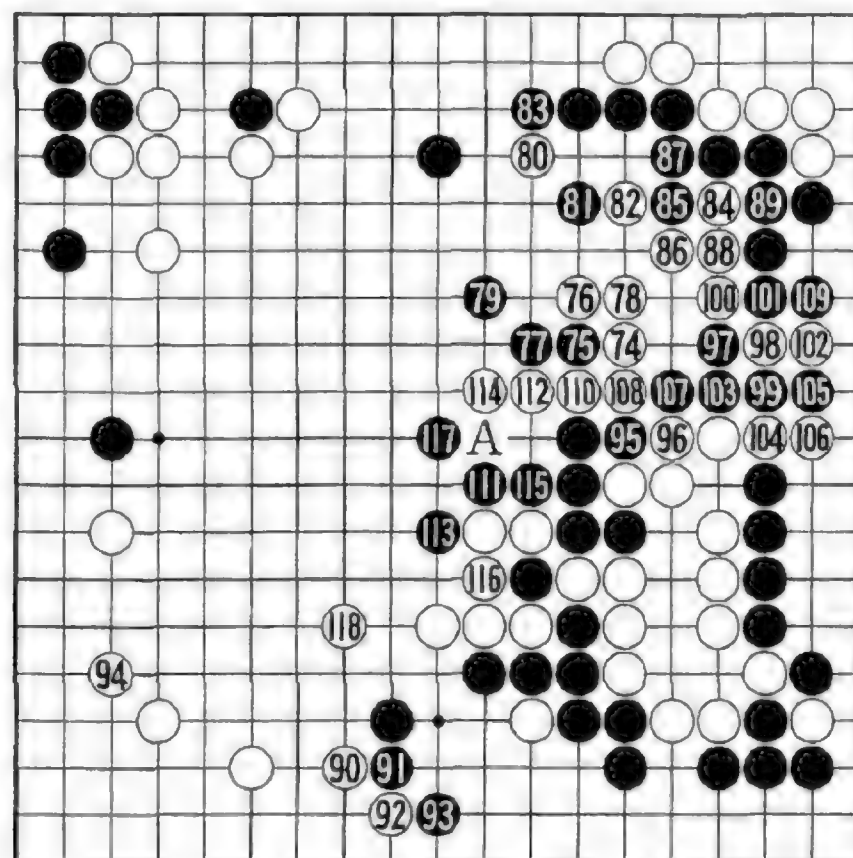


Figure 3 (74–118)

Figure 3 (74–118). O Rissei's strength

How should White play after Black 73 in Figure 2? I really didn't know. White 74 looks like a good move; again, it is a move that one might not notice. This is the kind of position in which O Rissei excels. If White jumps into the center with A, Black will answer by jumping to 75. Either way, Black won't have any chance of utilizing his thickness above.

White 74 threatens the four black stones in the center, so Black must answer with 75 and escape into the center with 77 and 79.

Up to Black 89, White's stones were not completely safe. White had the dual task of erasing Black's thickness in sente while leaving open the possibility of making eye shape for his group.

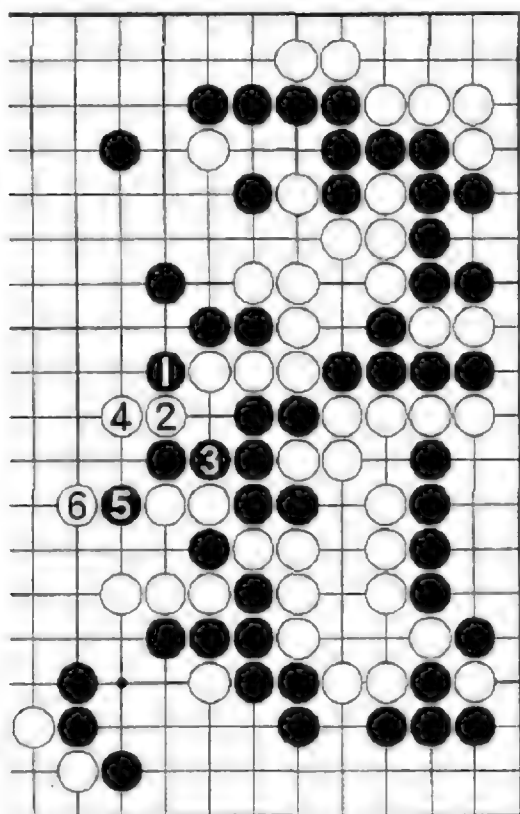
White makes the forcing moves of 90 and 92, then takes territory with 94. One could say that White has the advantage.

Black 107 is a win-or-lose move. If Black captures at 109 first, White will link up with 107 and

his stones will be almost alive; there would be no possibility of staging an upset.

There is no way to stop White from escaping into the center with 110. The game has become quite complicated.

If White played 112 at A, Black 113 in response would be a brilliant way to save Black's stones.



Dia. 5

After White 112, Black 113 is again the correct move. If Black plays 1 in *Dia. 5*, White 2 to 6 capture the black stones. Even if Black captures two stones, he can't win the capturing race against the white stones on the right.

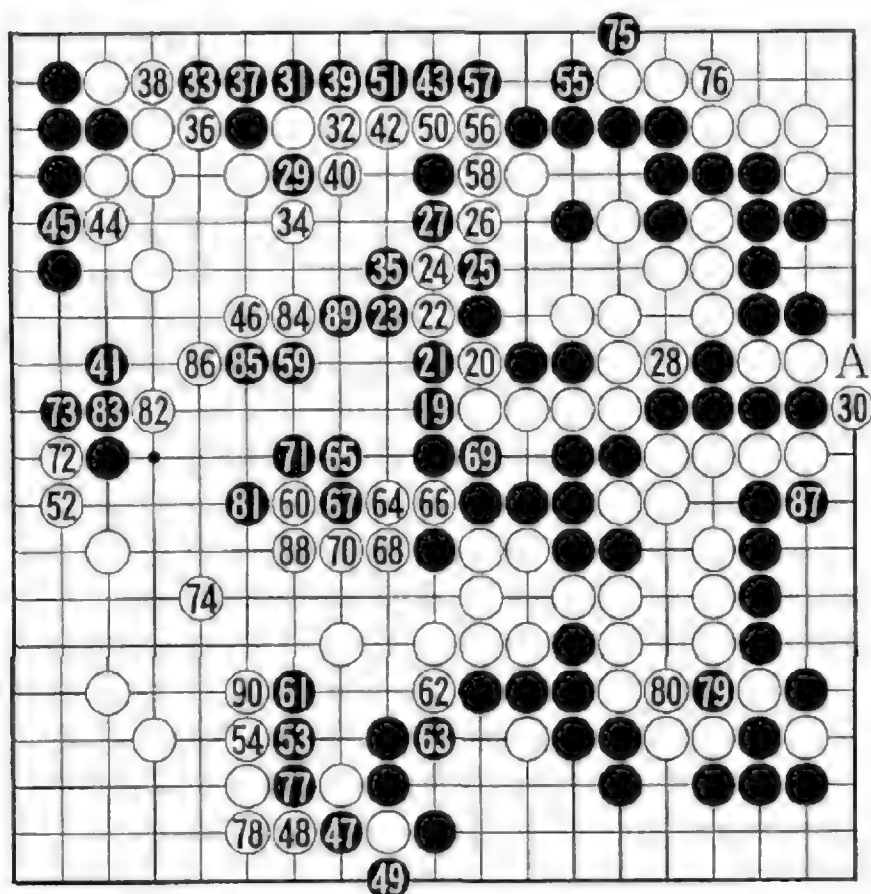
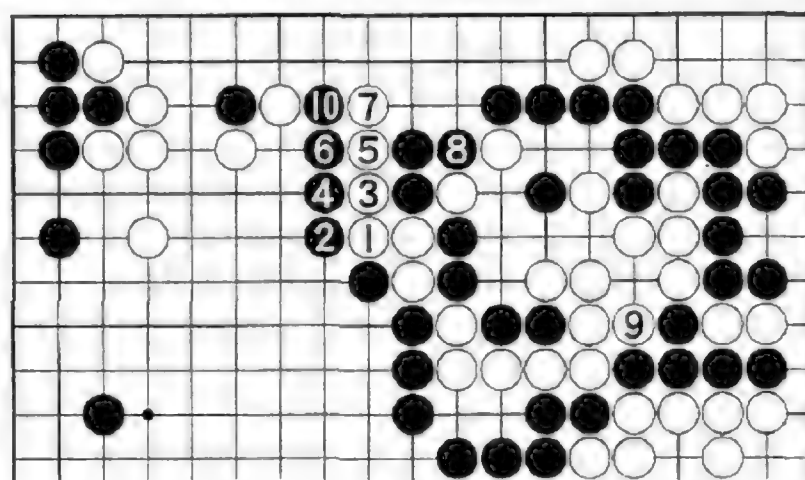


Figure 4 (119-190)

Figure 4 (119-190). The losing move

White 26 was a terrible move. After Black 27, White expected to play 1 in *Dia. 6*. But after White 7, Black would come back and play 8. This is the correct

order of moves. White has no choice but to play 9, allowing Black to break through with 10; White's position collapses.

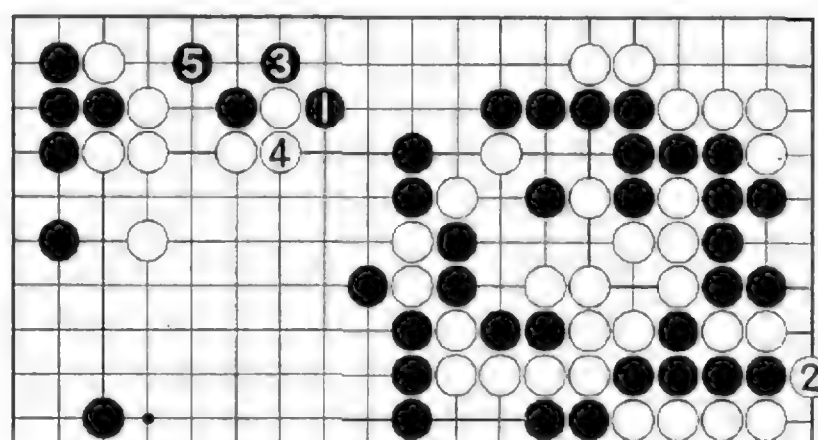


Dia. 6

The order of moves in the game is clearly strange. White must have overlooked *Dia. 6*. This was unbelievable. For sure, White ought to have played 28 before 26.

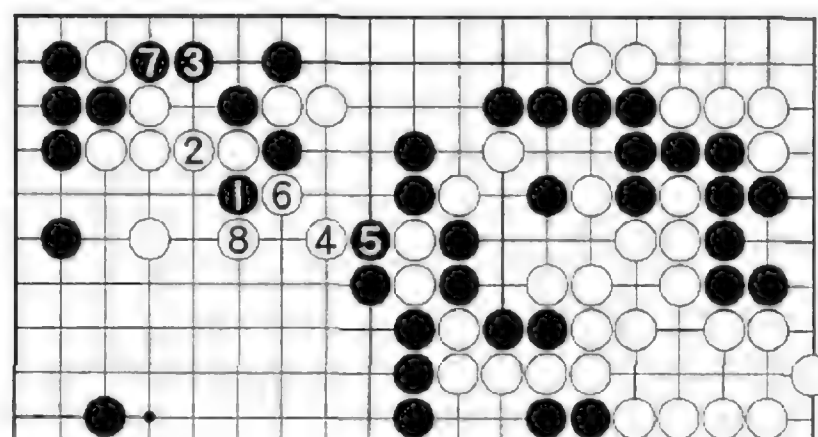
After the exchange of 26 for 27, White 28 does not work. Black plays the ladder block of 29. However White answers, Black will capture the two stones at 22 and 24 in sente or capture with A.

This loss is unbearable, so White has to capture with 30.



Dia. 7

Instead of 29, attaching with Black 1 in *Dia. 7* would have been good. White would have to capture with 2, but Black would take territory with 3 and 5 while robbing the white stones of their base. This is a big difference from what happened in the game. This is why Black 29 was said to be the losing move.



Dia. 8

According to my own analysis, the real losing move was Black 33. Black should have played 1 before 3 in *Dia. 8*. After White connects at 2, Black peeps at 3. White has to capture a stone with 4 and 6, then Black captures a stone with 7. After White 8, the game is close, but Black is leading.

White wins by resignation.

Game Two

White: Ryu Shikun 7-dan

Black: O Rissei Kisei

Played on January 24 & 25, 2002.

Commentary by Cho Sonjin 9-dan.

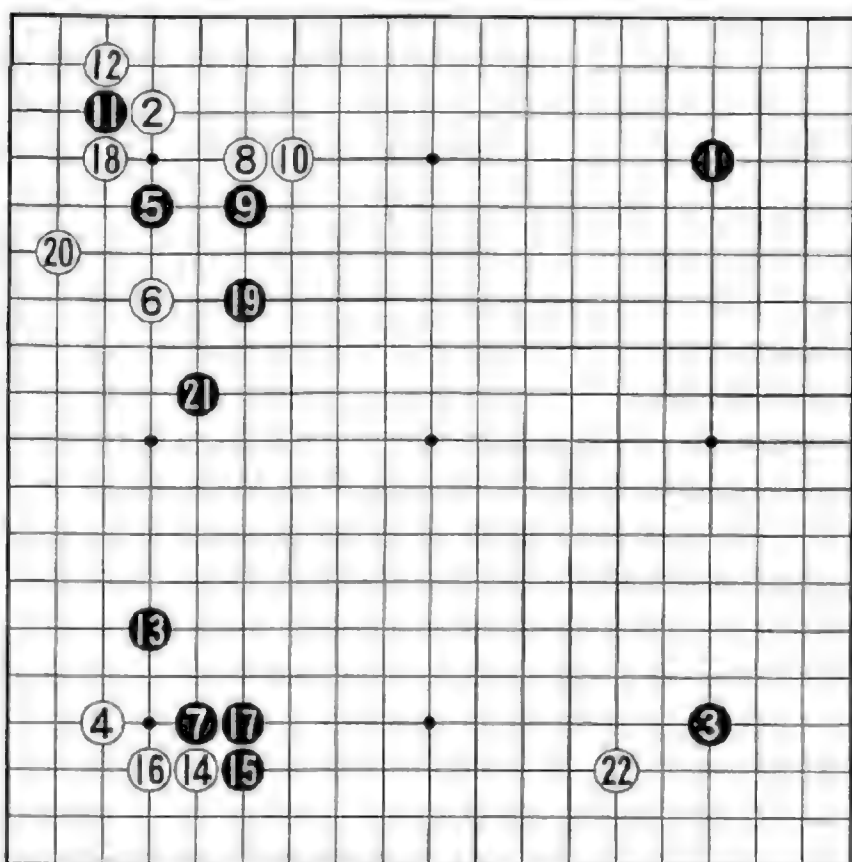
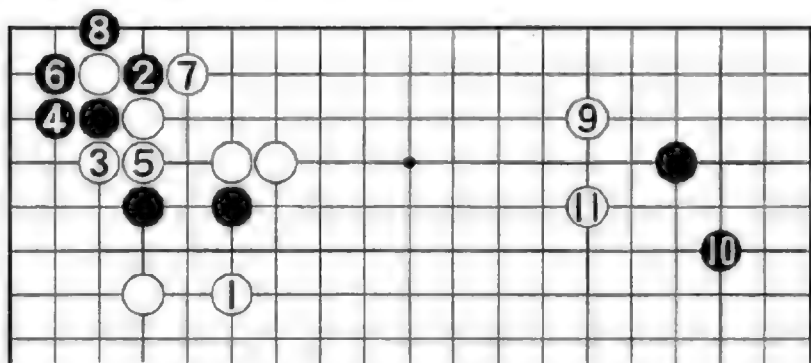


Figure 1 (1-22)

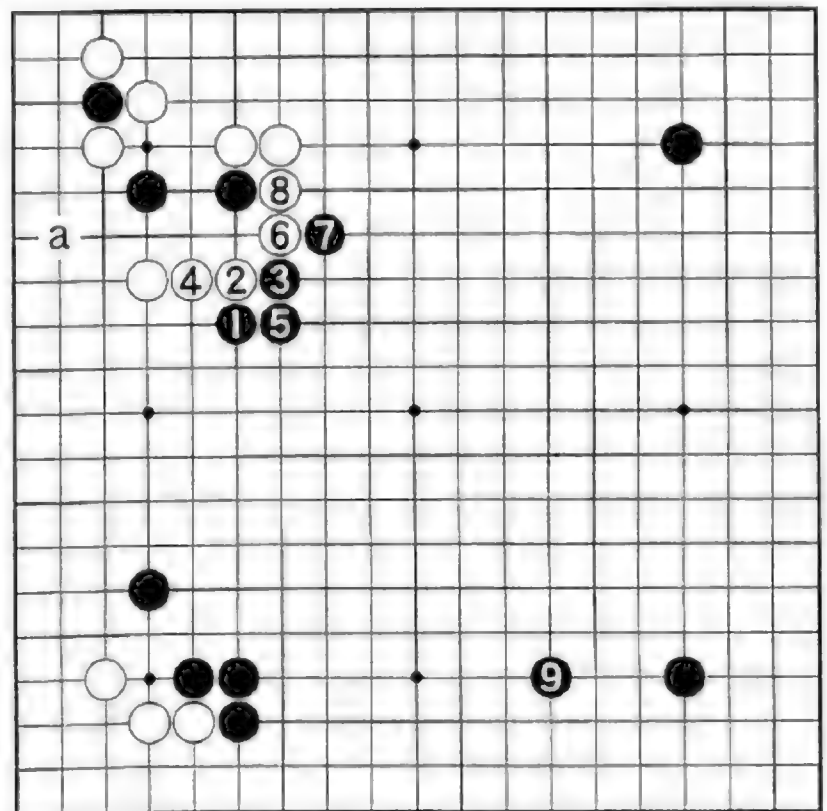
Figure 1 (1-22). O doesn't build moyos.

Instead of 18, Black could also jump to 1 in *Dia. 1*. Black would cut with 2 and play the sequence to 8, living in the corner. White would then build a moyo at the top with 9 and 11. This is one way of playing.



Dia. 1

Black continued with 19. He could have also played 1 in *Dia. 2*. If White goes after the two black stones inside with the sequence to 8, Black will build a large-scale structure with 9 in the center. Black's position has a good feel to it.



Dia. 2

If White answers Black 1 with 'a', Black will switch to 9. Black 1 has now become a forcing move. Actually, Black 1 in *Dia. 2* is Komatsu Hideki's idea. Just like in the first game, I am giving the ideas of other players, but Black 1 is really a beautiful move. However, O is not the type of player who builds moyos, so we could not expect him to play like this.

After Black 19, White played 20, so Black 21 became necessary. However, this result was a bit unsatisfactory.

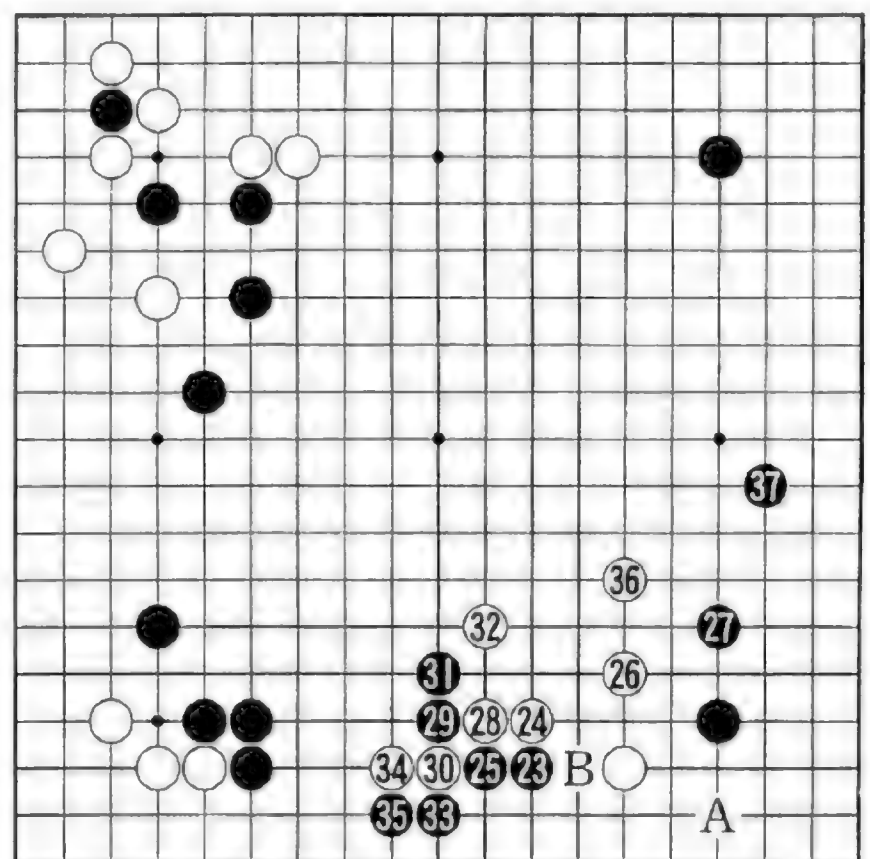
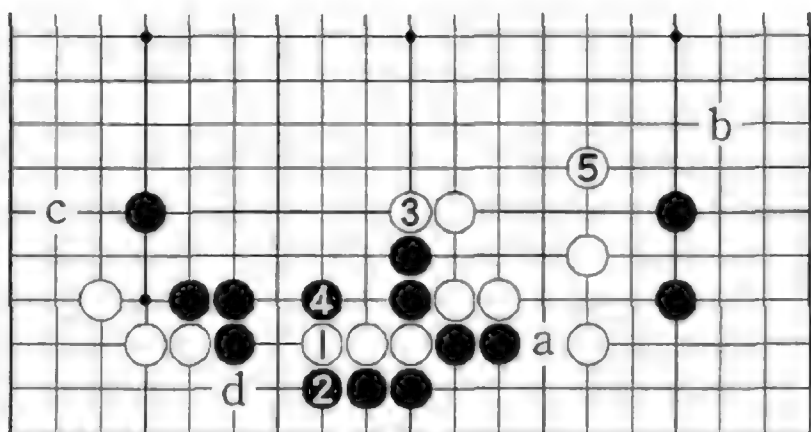


Figure 2 (23-37)

Figure 2 (23-37). Why the low pincer?

If Black played a high pincer at 24 instead of 23, White would answer with 26—Black 27—White A. Attaching with Black B would then be the usual move. But O probably didn't like this result. With the low pincer, White 24 and 26 are

natural moves that work well. With the sequence to 35, the width of Black's thickness on the left is narrow; this is a dubious shape.



Dia. 3

Instead of 36, White might first want to see how Black would answer White 1 in Dia. 3. If Black 2, White would exchange 3 for 4, then jump to 5. If Black 2 at 4, White strengthens his stones with 'a' in sente, so he can then pincer the two black stones on the right with 'b'.

However, when White exchanges 1 for 2 in Dia. 3, it will have an influence on the life of the three white stones in the corner if Black jumps down to 'c'. In Dia. 3, White 'd' would no longer be a forcing move. This is an important difference from the position in the game.

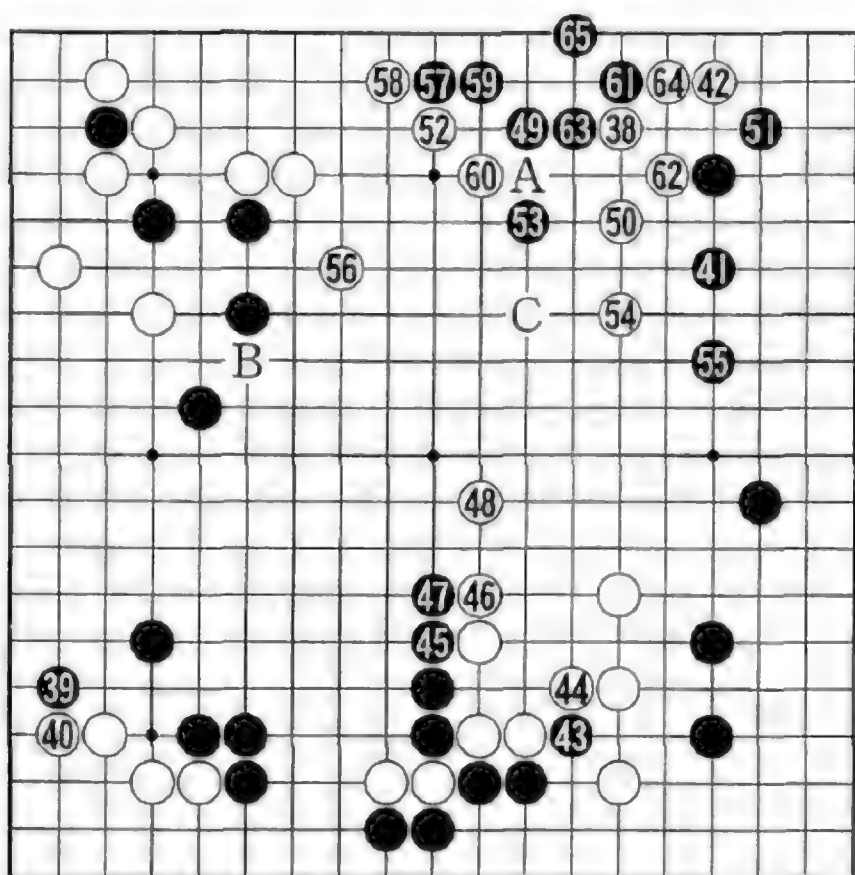


Figure 3 (38-65)

Figure 3 (38-65). O fights back.

O fought back fiercely in this figure. If Black played 51 immediately after White 42, White would go after the territory at the top with A; this would not be good for Black. Black first pushed up with 45 and 47, then pincer with 49. However, White's stone at 48 influences Black's pincer at

49, so this is a minus for Black.

Hence, playing 49 seems to be a contradiction, but this is how O played, and one must be careful before finding fault with O Rissei's moves. In any case, Black 49 doesn't easily give the opponent a decisive move, and, up to 55, Black is making profit. This game has now come down to Ryu's attacking style vs. O's *shinogi* (saving an endangered group).

I would suppose that O's justification for his moves after White 56 would be that Black has to live quickly with his stones at the top because White is aiming at the attachment of B, after which he has various forcing moves. Simply escaping into the center by jumping to C won't give Black any profit, so he attaches with 57 and make a base for his stones at the top with the sequence to 65. The black stones are not completely alive, but it will be quite hard for White to kill them. Nevertheless, I don't think that Black's position is good.

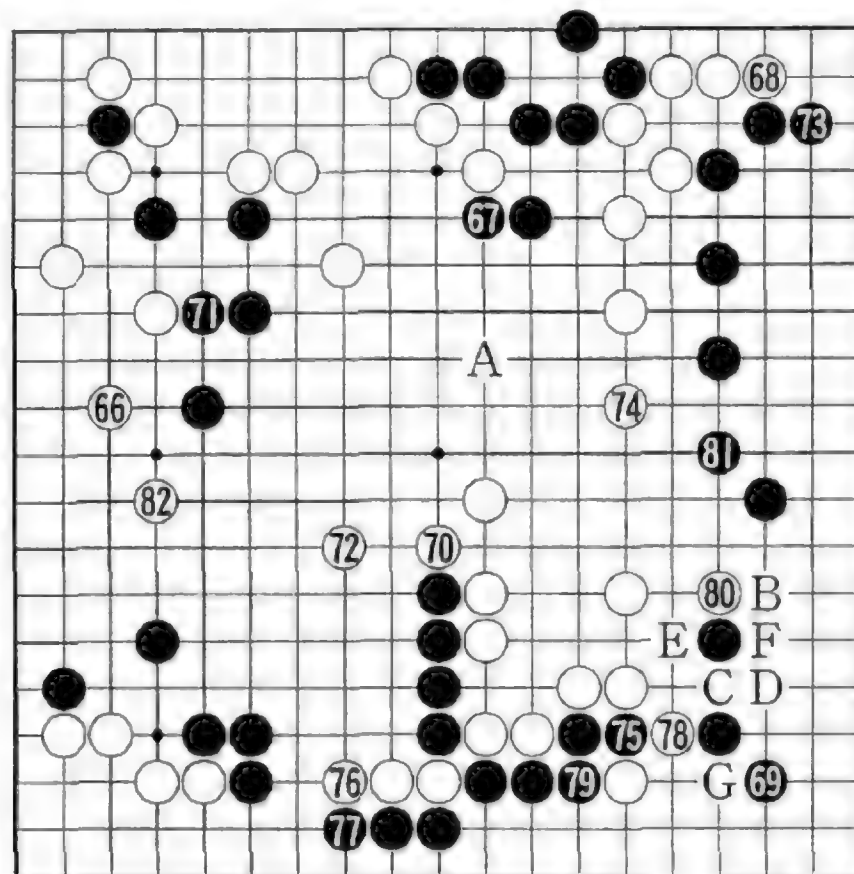


Figure 4 (66-82)

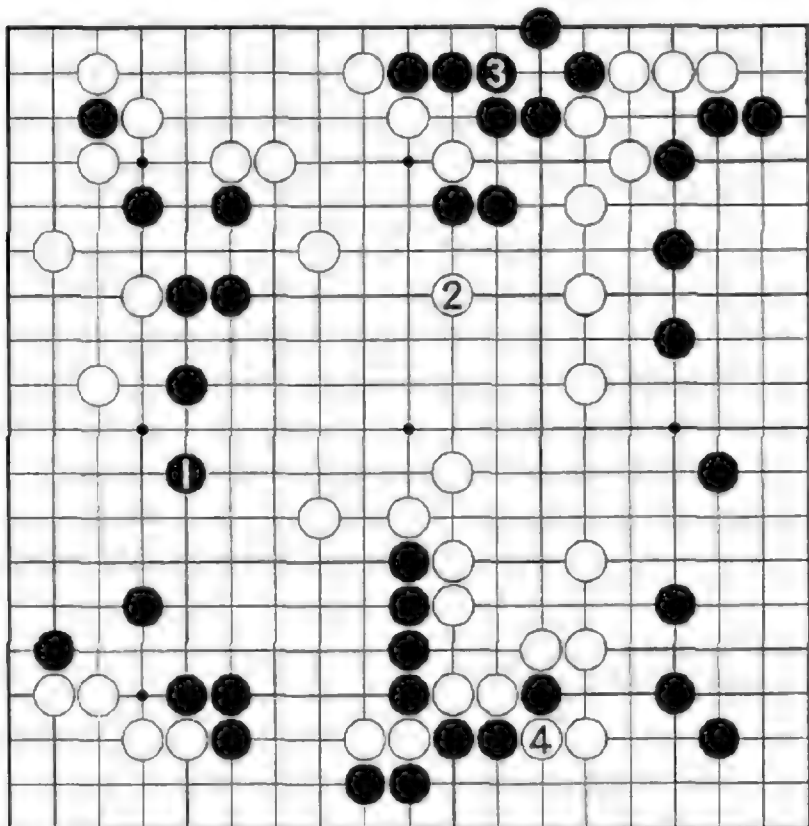
Figure 4 (66-82). Greedy

Ryu played thickly from 66 to 74, while O took profit with 69 and 73. However, Black 75 was greedy: he was after too much profit. O said that instead of Black 75, he should have played at A. But it is not clear to me what A accomplishes.

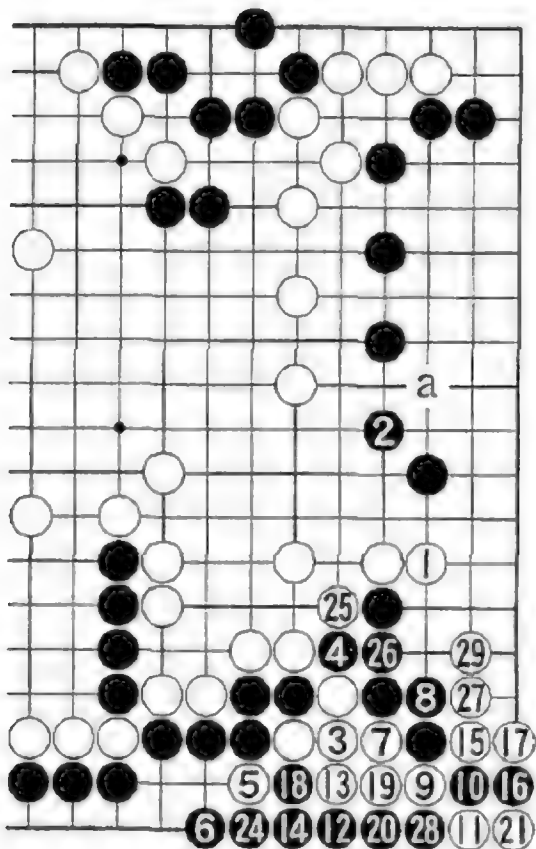
Black 1 in Dia. 4 is a quiet but solid move. White 2 forces Black to make eyes with 3. White then cuts with 4, and still we can't say that Black is good.

When White attached at 80, Black defended with 81. This move needs some explanation. If Black answered White 80 with a move like 1 in Dia. 4, White would descend to 1 in Dia. 5. Black

must defend against the invasion of White 'a' with 2, but White would then connect with 3, and Black has a problem. It's a long sequence, but up to 30 Black's corner has been gouged out and White has sente. This is not good for Black.



Dia. 4



Dia. 5

22, 30: at 10; 23: takes at 16

If Black plays 81 at B, White answers with C—Black D—White E, resulting in a ko, but this is an unsatisfactory result for Black because White has more ko threats. Therefore, Black has to answer White C by connecting at F. But now White can force at G.

These are the reasons why Black had to defend at 81. But before 81, Black should have first exchanged Black F for White B. Later, I will explain why this exchange was important.

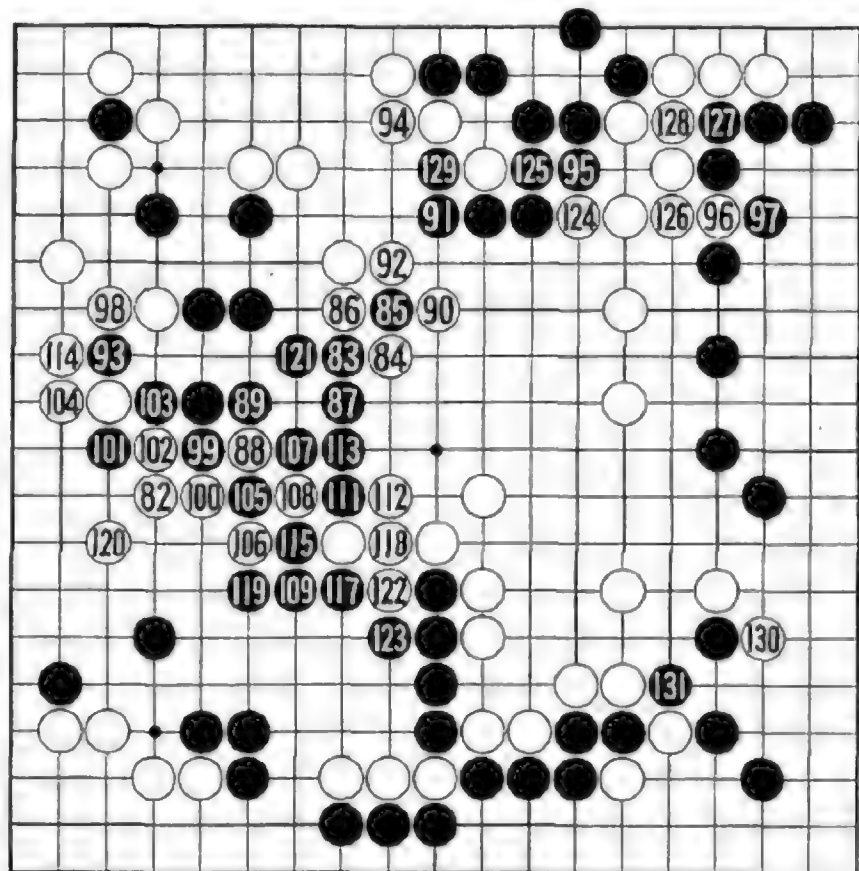
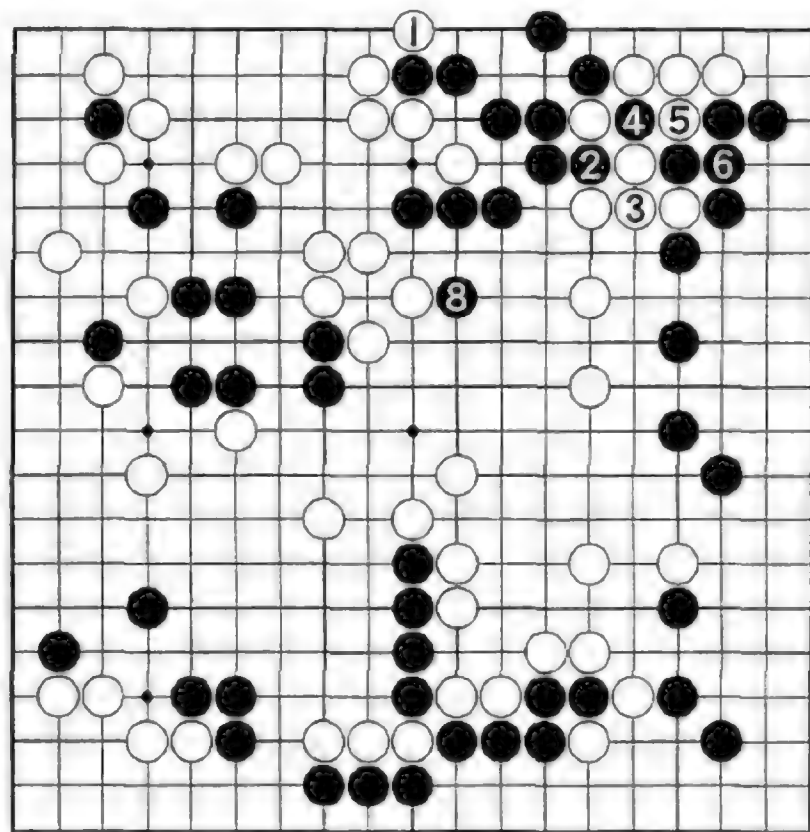


Figure 5 (82-131)

110: takes ko (at 88); 116: connects at 105

Figure 5 (82-131). O lives with both groups.

After White 82, this game became a contest of attacking and surviving. Because the black stones at the top are not completely alive and his stones in the upper left do not have eye shape, Black has a difficult game. However, because of O's stubbornness, his most distinctive characteristic, he was able to live with both groups.

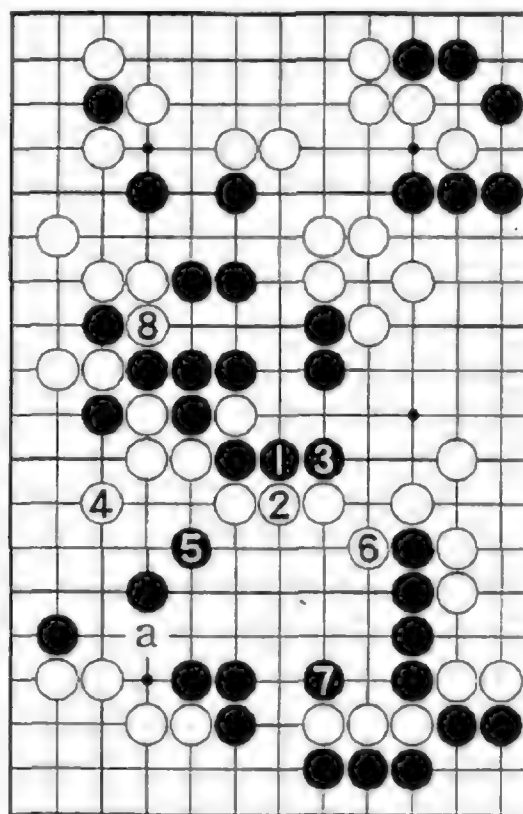


Dia. 6

7: takes ko (above 2)

Instead of White 98, White 1 in Dia. 6, taking away an eye of the black group at the top, results in a ko for the group. But the attachment of Black 8 seems to be an effective ko threat. Black has a lot of ko threats in this area. The question is: can White capture the black stones on the left with two

moves? This is a delicate problem and Ryu was probably not able to bring himself to play this way. Therefore, he came back to play 98.



Dia. 7

After the game, O said that instead of 107, he should have played Black 1 in *Dia. 7*. However, White can play 4 and Black has to defend against the diagonal attachment of White 'a' by playing 5 — this move cannot be omitted. White 6 forces Black 7, and White gets to play 8 in sente. This is not good for Black. Capturing with Black 107 and peeping at 109 is better than Black 1 in *Dia. 7*. The peep of Black 109 is a stubborn move. Up to Black 121, Black's territory at the bottom has become big and Black has survived with his stones in the upper left.

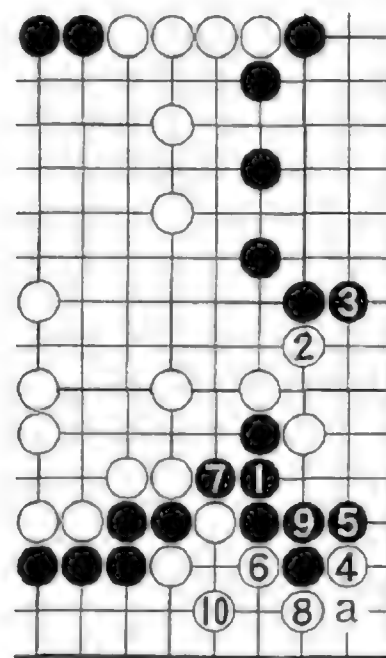
I saw these moves as they were being broadcast on satellite TV. By surviving with such good shape, Black was sure to win, I thought, but it did not turn out that way.

White connected with 126 and White's stones at the top also lived. Now White has the better position. In this game, Ryu's patience really stood out. Many players would try to win with the ko shown in *Dia. 6*, but Ryu held back and patiently played for a win in the endgame. Ryu's powers of judgment have to be respected. He is truly a great player.

But White 122, filling a liberty and played to save time (Ryu was in *byo-yomi*), could have been the losing move. This will become clear later when we look at *Dia. 9*. If this liberty had not been played, White would have had a clear win.

Nevertheless, White switches to 130 and his position becomes thick. Black can't help but answer with 131. He wants to connect at 1 in *Dia. 8*, but White forces with 2, then plays a brilliant move

with 4. Black resists with 5, but White plays two tesujis with 6 and 8, then sets up a ko with 10. White has the advantage in this ko, and Black can't fight it. Black can't even compromise by playing 5 at 'a', so he has to play 131.



Dia. 8

Going back to Black 81 in *Figure 4*, the exchange of Black F for White B, which we mentioned, would have forestalled White 130.

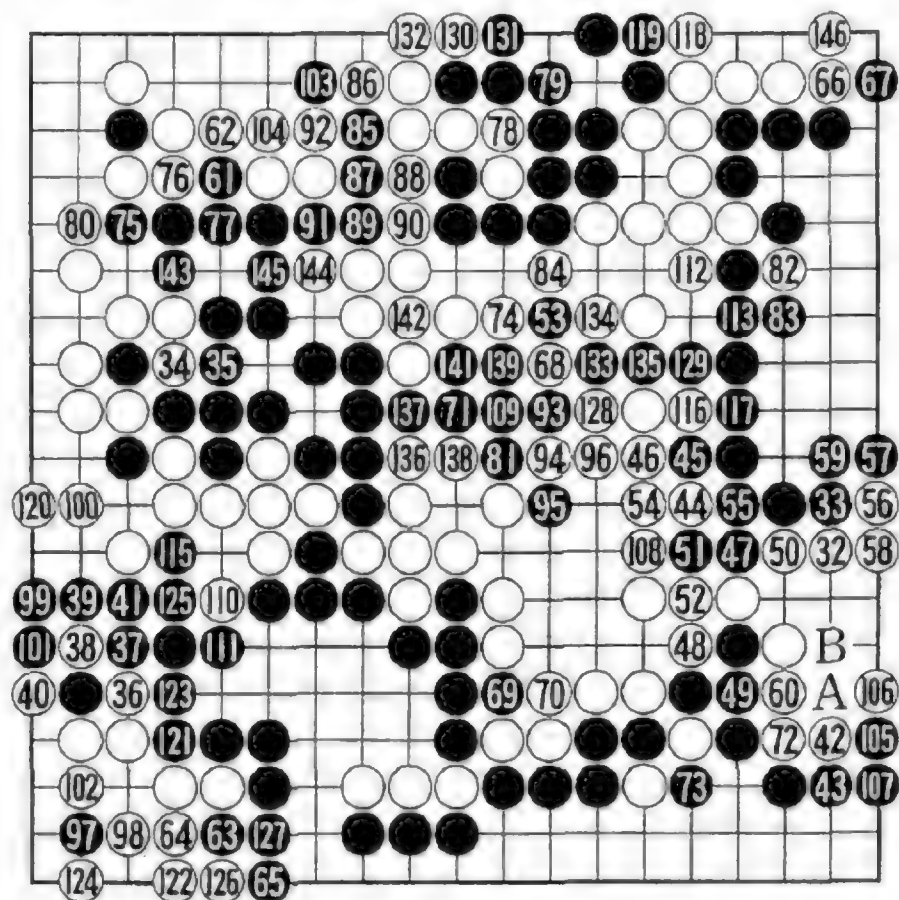


Figure 6 (132-246)

114: connects below 38; 140: connects at 53

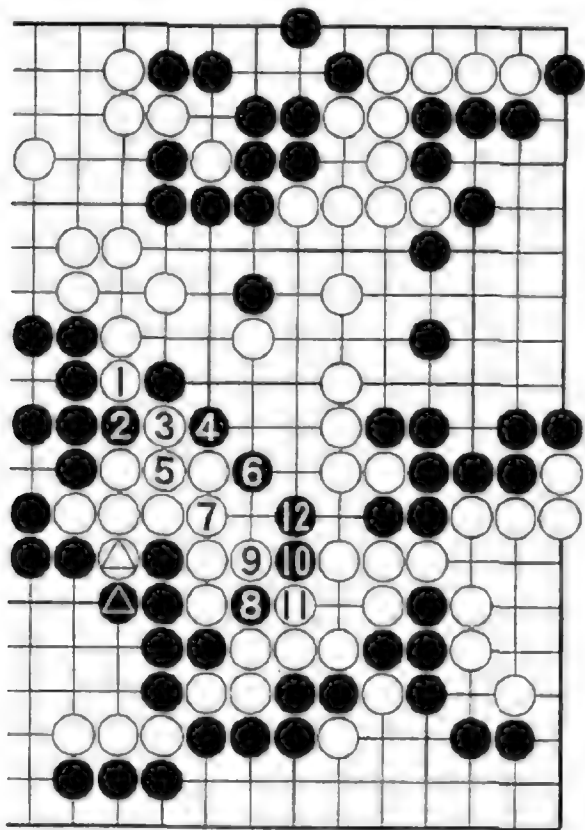
Figure 6 (132-246). Can't make up the half point.

O's endgame in this figure was without equal, but he couldn't make up the half-point difference after his mistake at 75 in *Figure 4*. He took a lot of profit there, but his stones elsewhere became thin. This was the reason he lost.

If Black plays A instead of 53, White B—Black 105, then capturing a stone is big. But White would

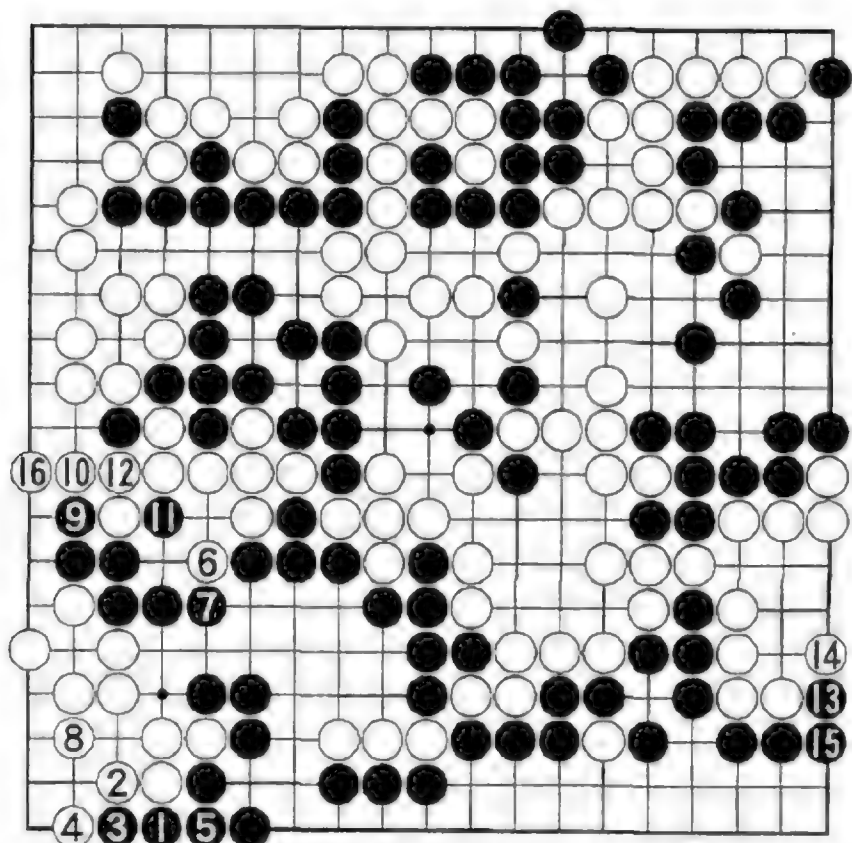
then atari at 108—Black 55—White 84, and White's territory in the center would then be closed off. (The possibility of *Dia. 9* would no longer exist.) Black would suffer a big loss.

When Black jumps to 71, White can't push through with 1 in *Dia. 9*. The sequence to Black 12 shows why. If the marked stones had not been exchanged, Black 71 would not be possible.



Dia. 9

The placement of Black 97 was a skillful end-game move. If Black 1 in *Dia. 10*, after Black 5, the exchange of White 6 for 7 is the key move. Next, Black connects at 8. Even if Black plays the reverse sente moves of 13 and 15, White will switch to 16 and have an easy win.



Dia. 10

Even though White 122 in *Figure 5* was a mistake, Ryu had some latitude, so there was no stopping him from winning by half a point. Ordinarily, a move like White 122 would have resulted in a

loss. Ryu was lucky.

White wins by half a point.

Game Three

White: O Rissei Kisei

Black: Ryu Shikun 7-dan

Played on January 30 & 31, 2002.

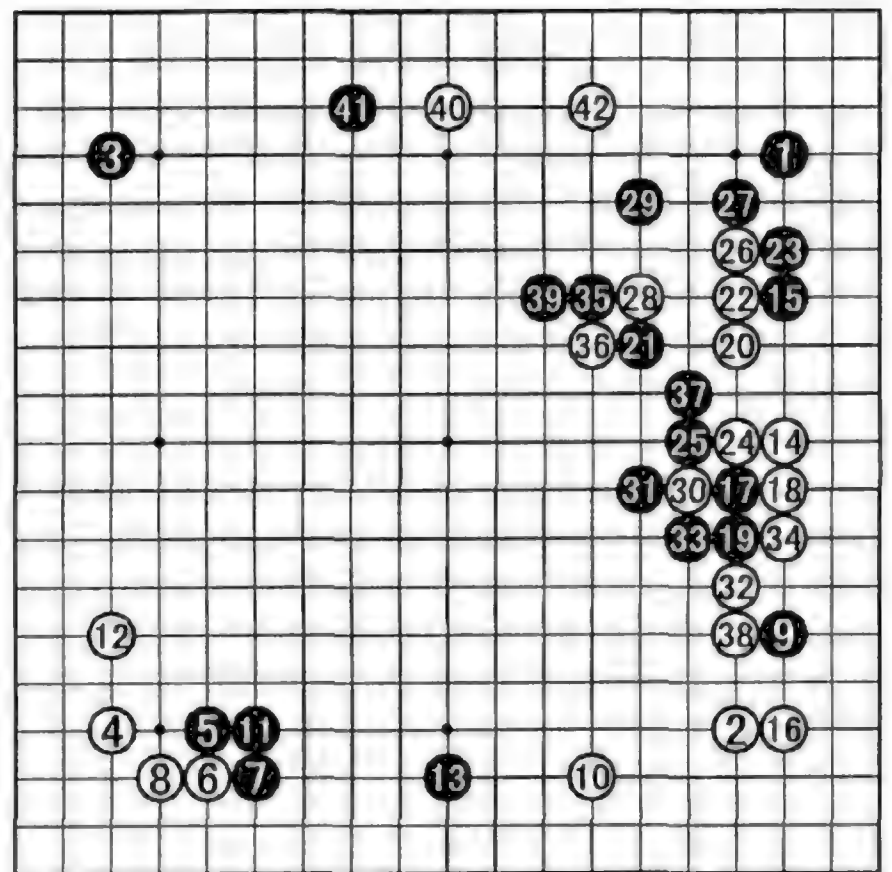
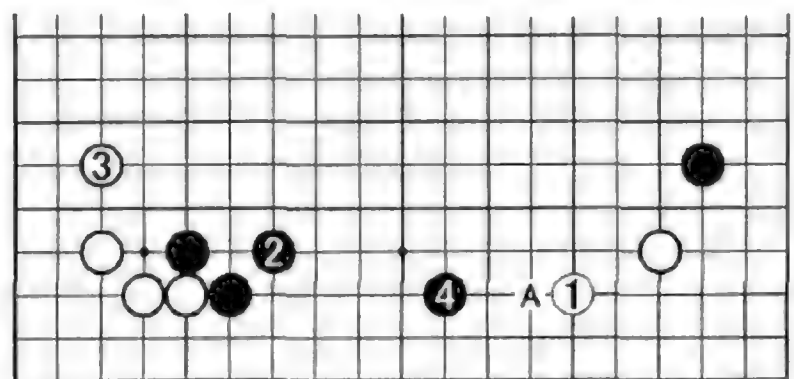


Figure 1 (1-42)

Figure 1 (1-42). A bold attack

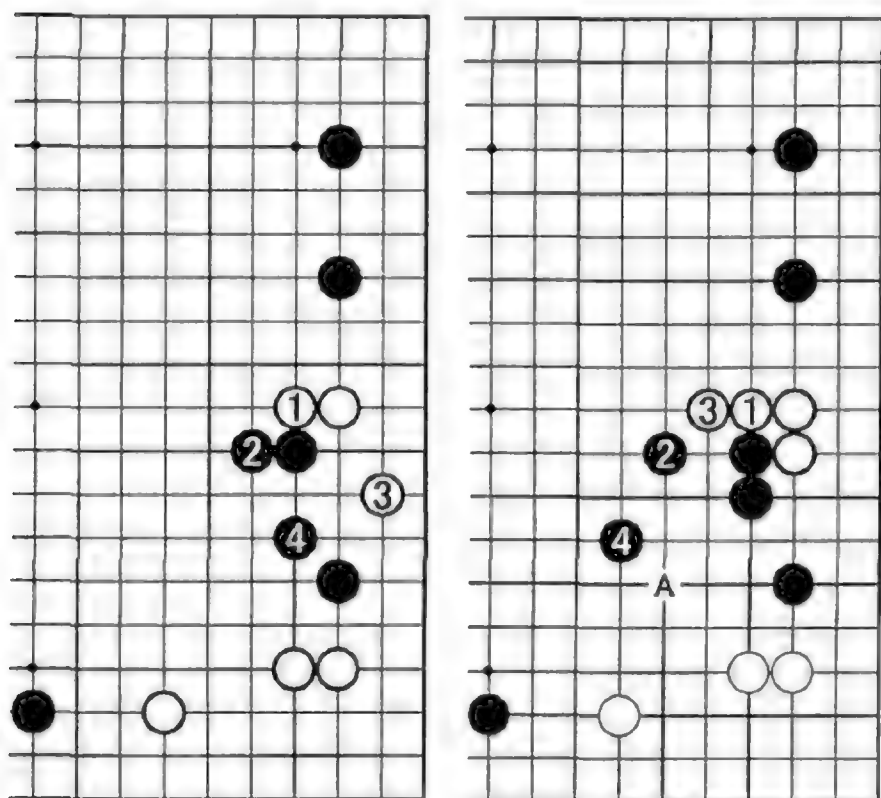
Before connecting at 11, Black first made an approach at 9 to see how White would respond. If White made a small-knight extension to 1 in *Dia. 1*, Black would play the joseki to 4. If White had a stone at A, Black's position at the bottom would be too thin after 4. Therefore, after White made the large knight's extension to 10 in the game, Black connected at 11 and extended tightly to 13.



Dia. 1

With 15, Black puts pressure on the white stone at 14. The continuation of White 16 and 17 was expected.

After the game, O wondered whether pushing up at 1 in *Dia. 2* instead of 18 might have been better. If he played this way, we can assume the sequence to Black 4. This is also a strong way of playing.



Dia. 2

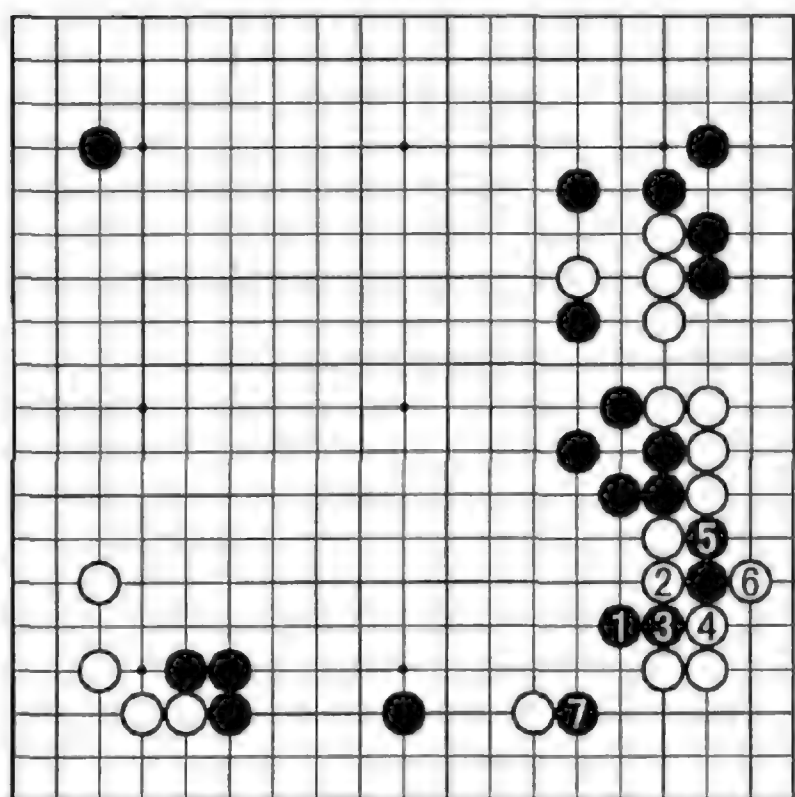
Dia. 3

White 20 is the correct shape. Turning at 1 in *Dia. 3* instead is bad style. Black will jump to 2—White 3—Black 4 or A. Black's two-space extension in the upper right neutralizes White's wall.

Black strongly attacks White's three stones with the cap of 21. Everyone agreed that this was a bold and vigorous move.

With White 28, the fight moved into the center.

White threw in a stone at 30 as a sacrifice. After this, the sequence to Black 35 was the natural way to play. If White simply extended to 35, Black would defend his stones with a diagonal connection at 31.



Dia. 4

Instead of 35, Black could also play 1 in *Dia. 4*. After White 6, Black attaches at 7, tearing into White's territory at the bottom.

With the sequence 39, Black has built a thick position facing the top. But White plays 40 to counter this thickness.

Figure 2 (43–59). Black must defend the corner.

Black 43 was the sealed move. This is a natural move which attacks White's base and defends Black's corner.

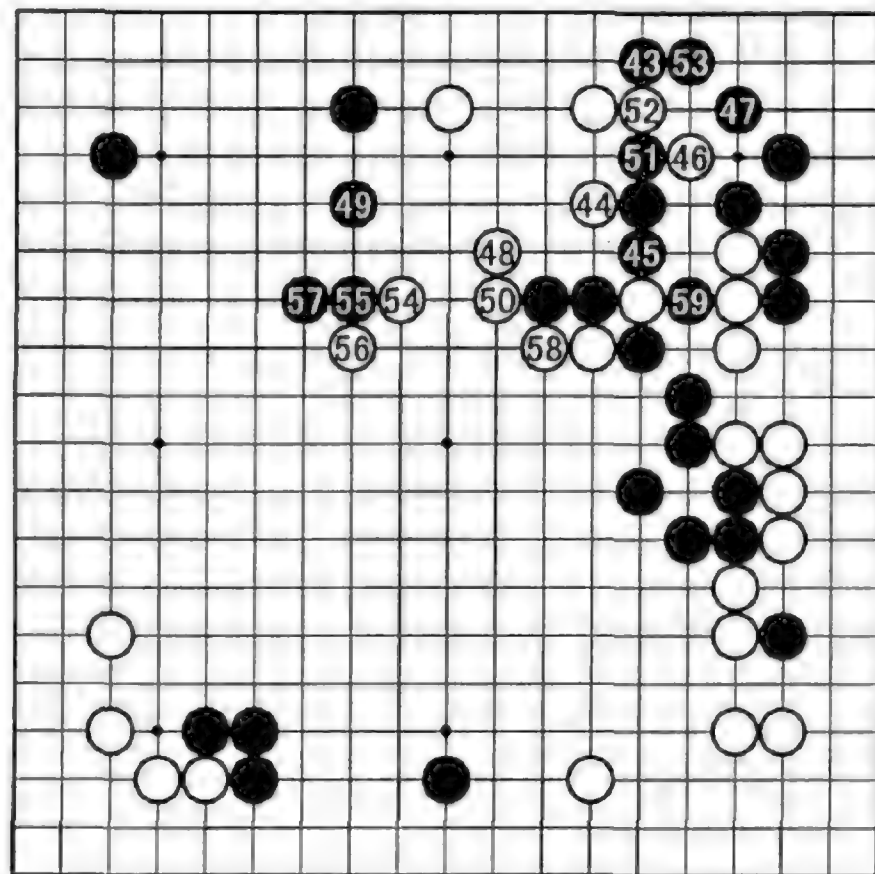
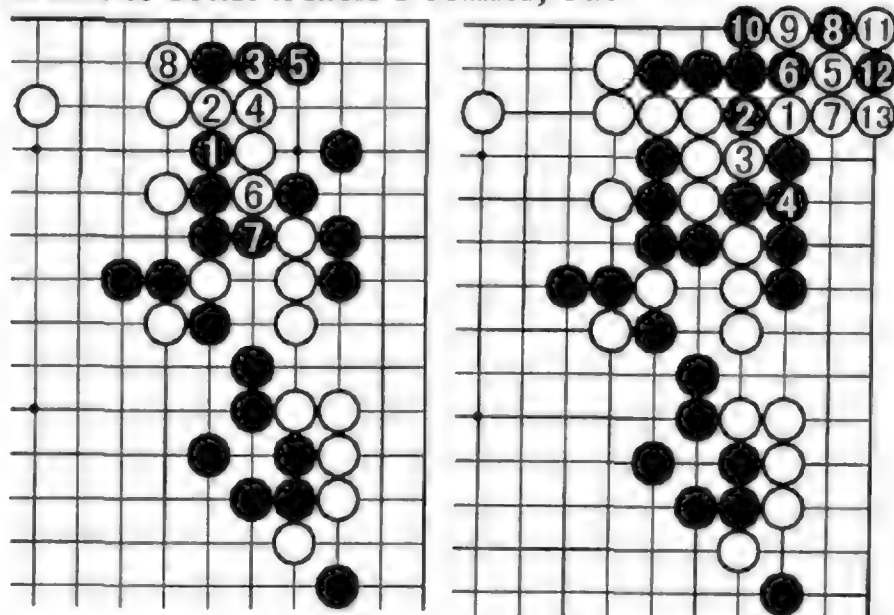


Figure 2 (43–59)

Takagi commented that Black should not omit 47. Forcing with the sequence to White 8 in *Dia. 5* seems to settle Black's corner, but —



Dia. 5

Dia. 6

If Black plays elsewhere, White can attach with 1 in *Dia. 6*. The sequence to White 13 follows, turning the corner into a two-stage ko.

White defends lightly with the sequence to 48. These moves are typical of O's style.

Black 55 and 57 have a good feel to them. Ryu is showing his confidence.

Figure 3 (60–74). Black's thickness is neutralized.

Up to 58 in *Figure 2*, White has neutralized Black's thickness at the top. However, Black's thickness has now been transferred to the left, so White switches to the upper left corner with the attachment of 60. However, White is still thin at the top.

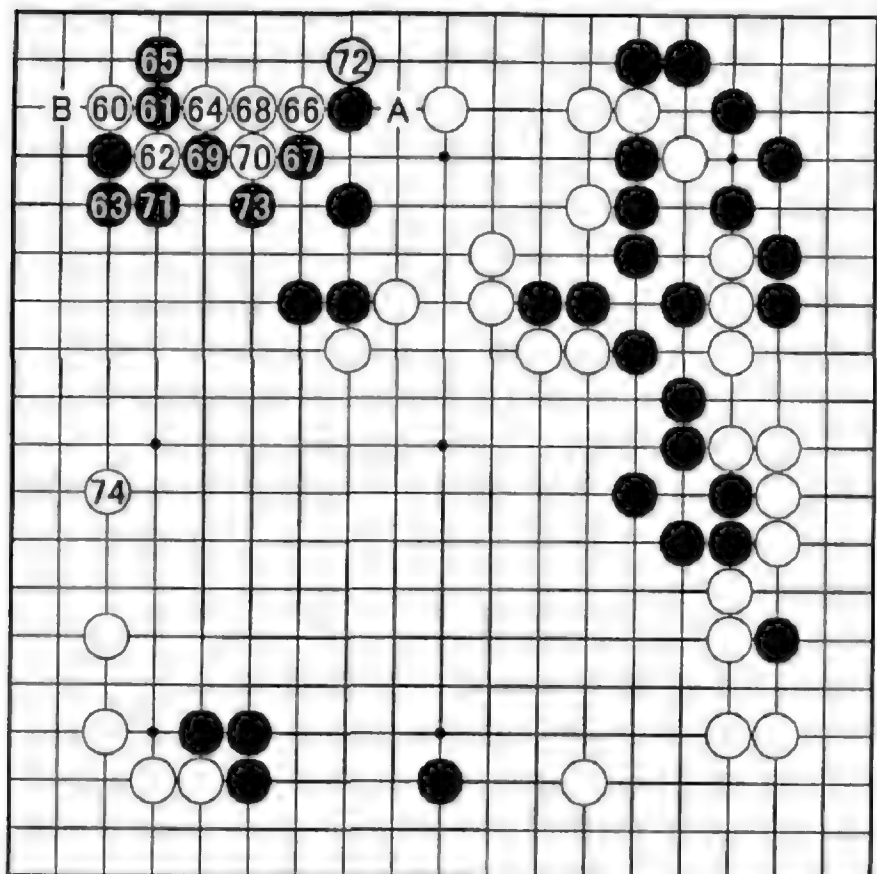
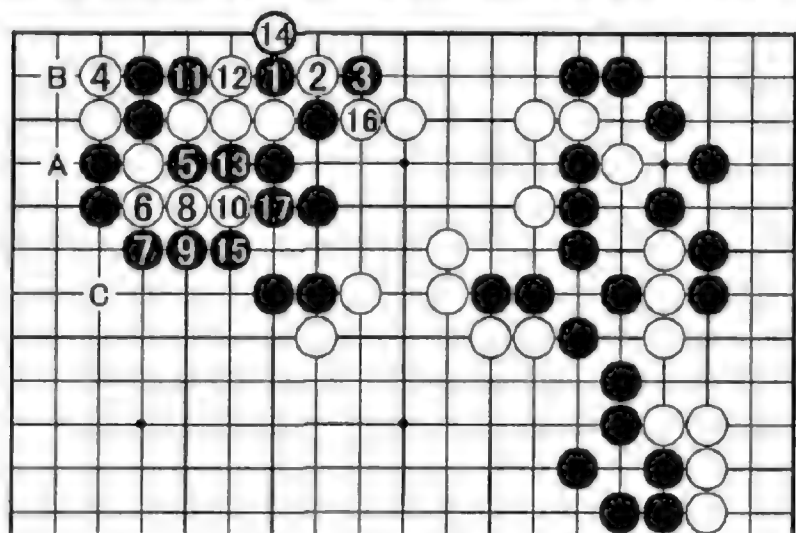


Figure 3 (60-74)

When White attached at 66, Michael Redmond 9-dan, who was the satellite TV commentator, expressed surprise. However, Black 67 was not the best response. Bumping with Black A would have been the strongest move, but White B in the corner would be troublesome. Next, White connected his two stones with 68. The hane of Black 1 in *Dia. 7* now looks attractive. In the pressroom Takagi laid out the sequence to Black 17. Black's corner is secure, but White's thin stones in the center have thickened.



Dia. 7

After the game, Ryu said he didn't like this sequence because after White A-Black B, White would have a forcing move at C.

Figure 4 (75-100). Ryu already in byo-yomi

Black 75 was a solid move. It reinforces Black's position at the bottom and reduces White's territory on the right. Black 75 at 1 in *Dia. 8* is also appealing, but White would gouge out Black's territory at the bottom with 2 and link up to his stones on the right with the sequence to 10.

After White plays the shoulder hit of 80 and Black counterattacks with 81, the game is thrown

into confusion. If Black played 81 at 85, White could keep his position at the bottom intact. After the sequence to 90, Black's position at the bottom is split into two, and Black must fight. The outcome is unclear.

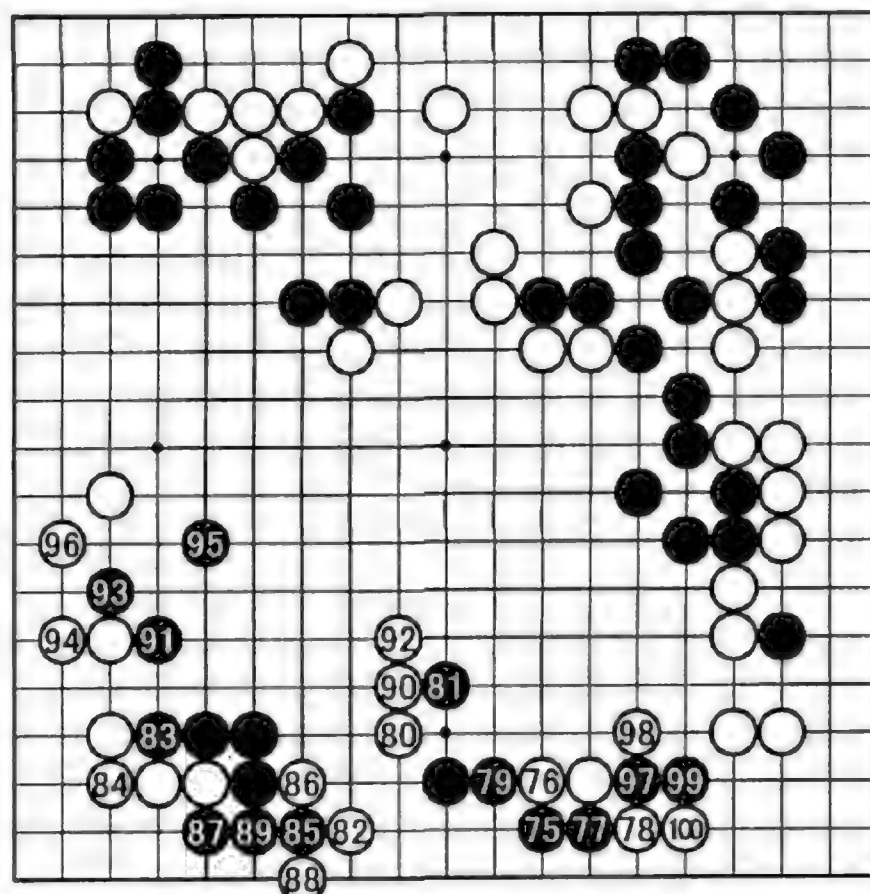
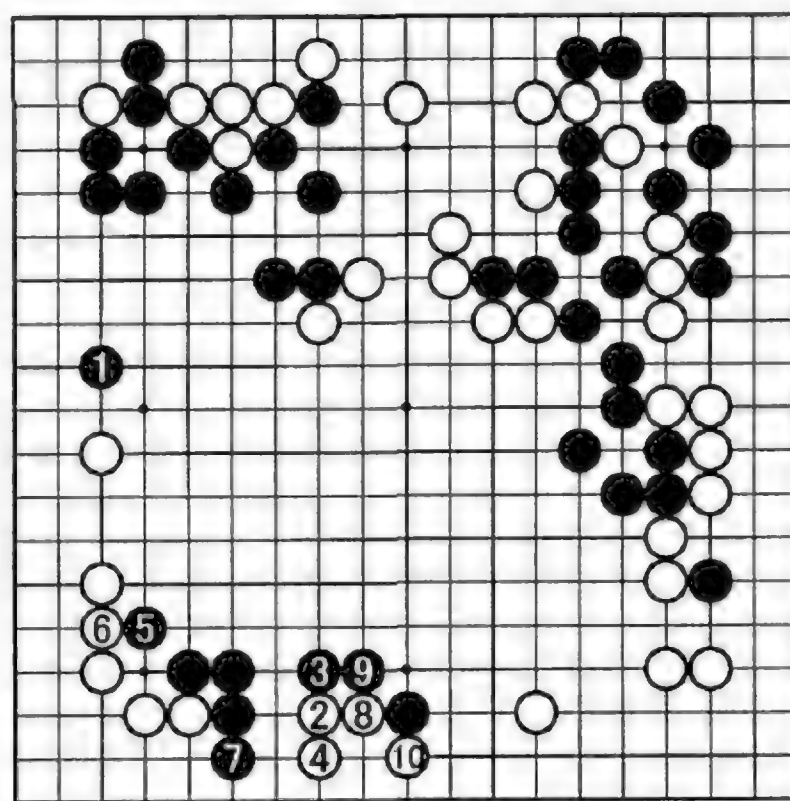


Figure 4 (75-100)



Dia. 8

With Black 83, Ryu was in *byo-yomi* and had only 10 minutes left on his clock. By Black 95, he had only a minute left. Not even having played a hundred moves, it would be unreasonable to expect him to be able to play the rest of the game accurately.

Figure 5 (101-135). Black misses an attack.

Instead of 13, Black should have first capped at 1 in *Dia. 9*. After White 4, Black can attack the white group. Now White can get his stones to safety with 14 and 16. Black, for his part, plays 17, linking up his stones at the bottom left with his allies at the top.

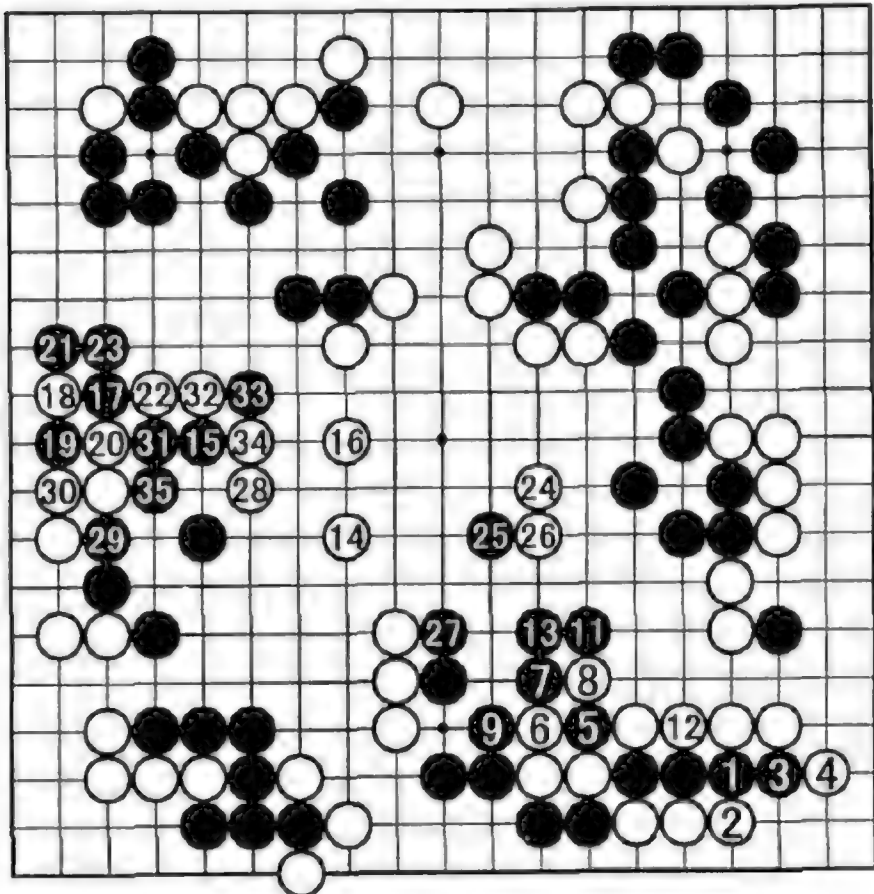
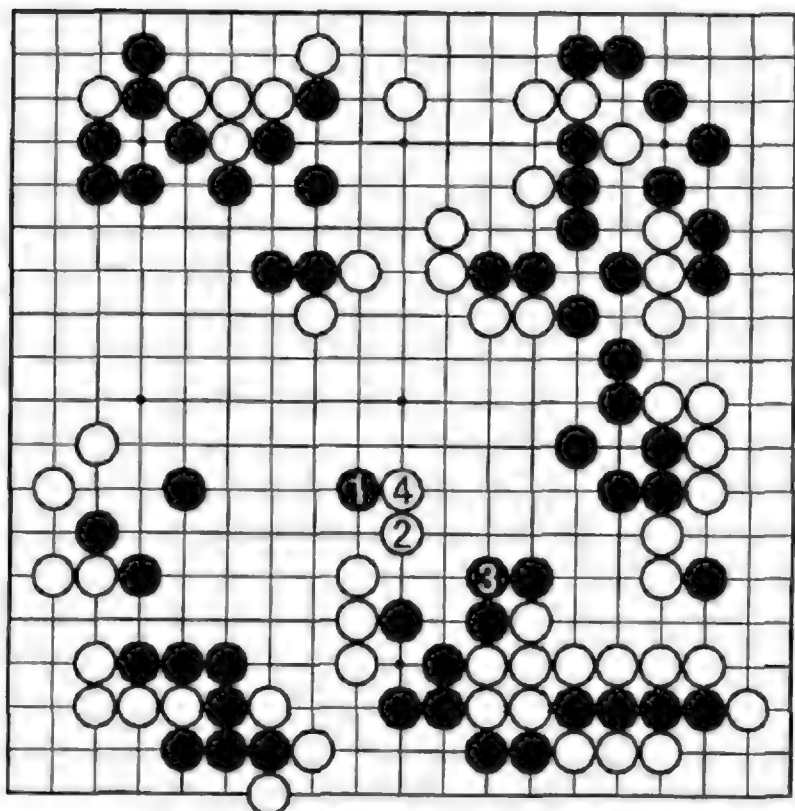


Figure 5 (101-135) 10: connects



Dia. 9

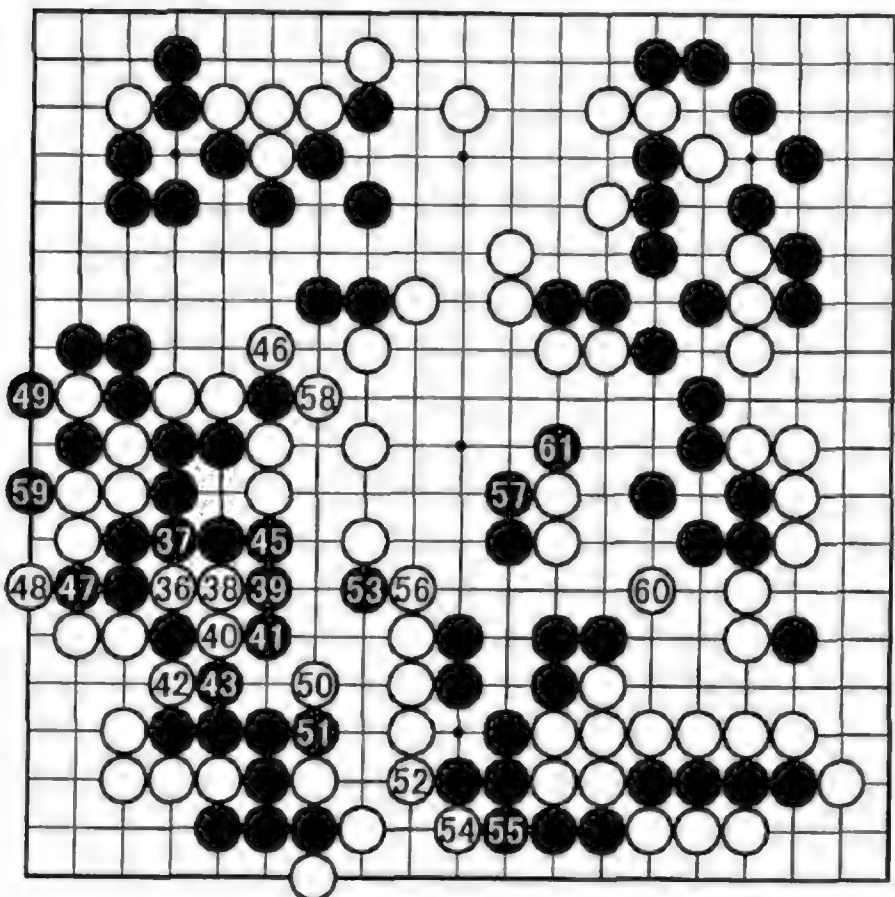
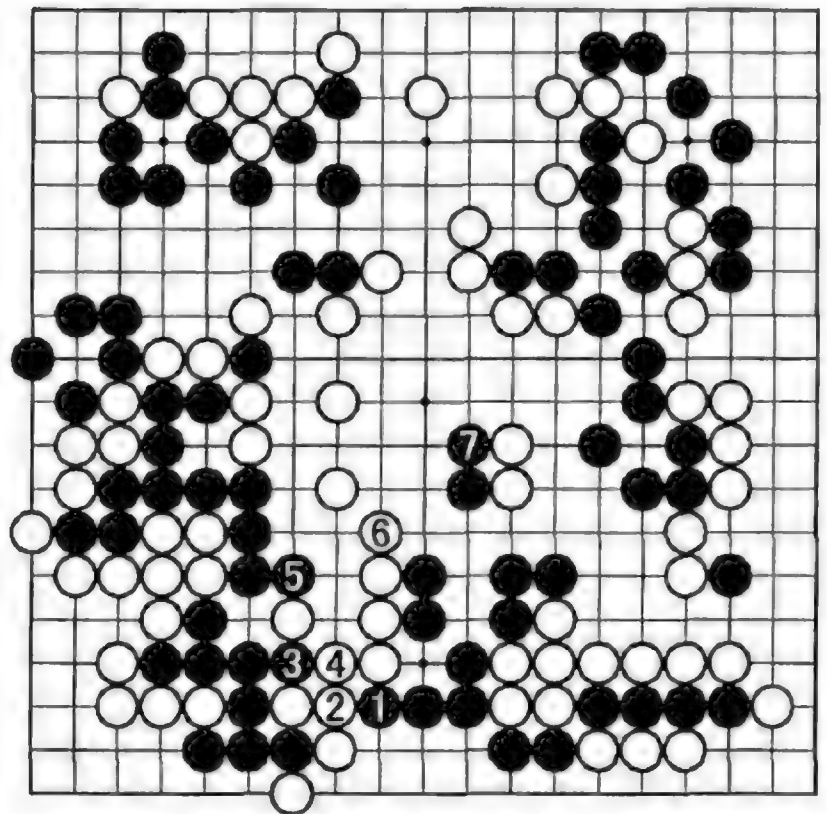


Figure 6 (136-161) 44: connects

Figure 6 (136-161). Almost the losing move

In answer to the peep of White 50, Black 51 was bad. It could have been the losing move. Black should have first played 1 in *Dia. 10*. This would have made a difference in the eye shape of the black stones at the bottom. After White 6, Black pushes up at 7 and it's a close game.



Dia. 10

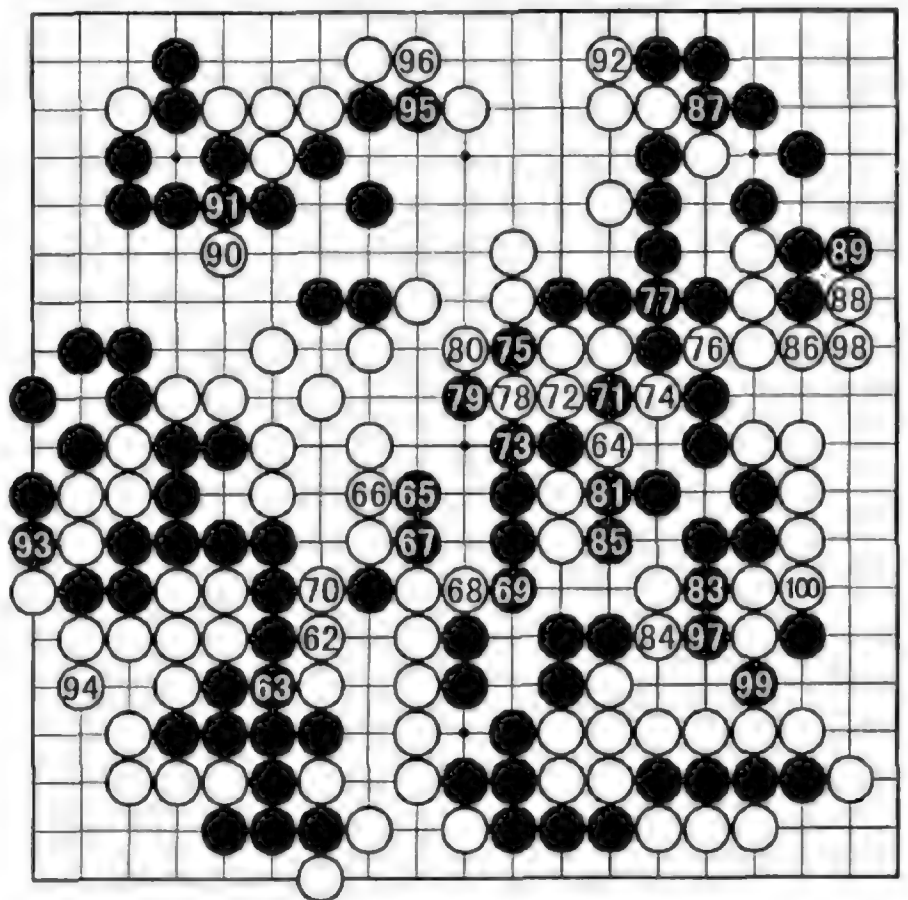
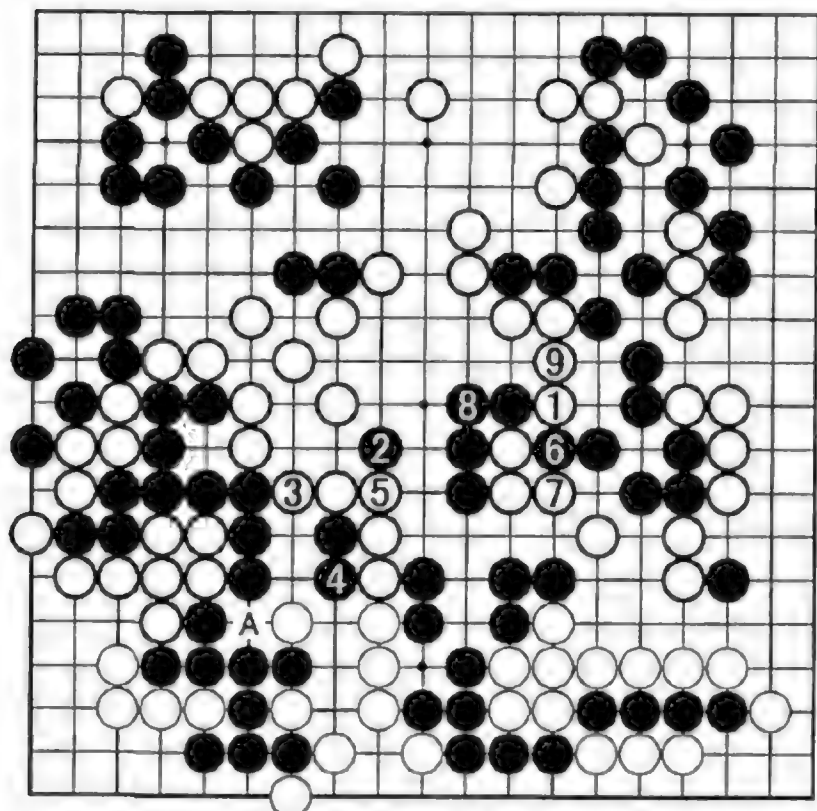


Figure 7 (162-200)

82: at 75

Figure 7 (162-200). Black lives.

White 62 helped Black live with his stones. He should have played 1 in *Dia. 11*. After the sequence to 9, White's stones no longer have any defects for Black to exploit, so all the black stones are dead. (If Black 4 at 5, White A.)



Dia. 11

Wedging in with Black 71 surprised O. He had missed this move in his reading. Black captured two stones with 85, and his stones were able to live.

If White had played 92 at 95, the game would have been closer, but he still wouldn't have been able to win.

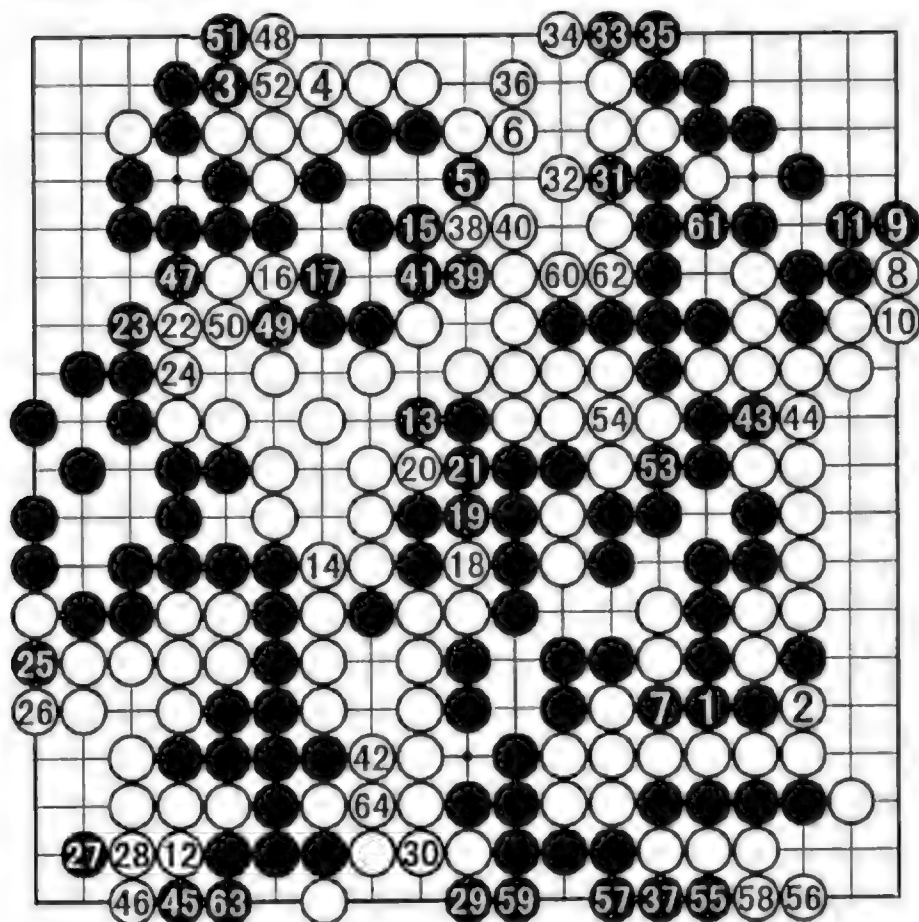


Figure 8 (201-265)

Figure 8 (201-265). Black wins by $2\frac{1}{2}$ points.

Game Four

White: Ryu Shikun 7-dan

Black: O Rissei Kisei

Played on February 13 & 14, 2002.

Figure 1 (1-29). The large-knight approaches

Black plays a large-knight approach with 5 because he wants to avoid a white pincer. This seems

to indicate that O was placing importance on this part of the board.

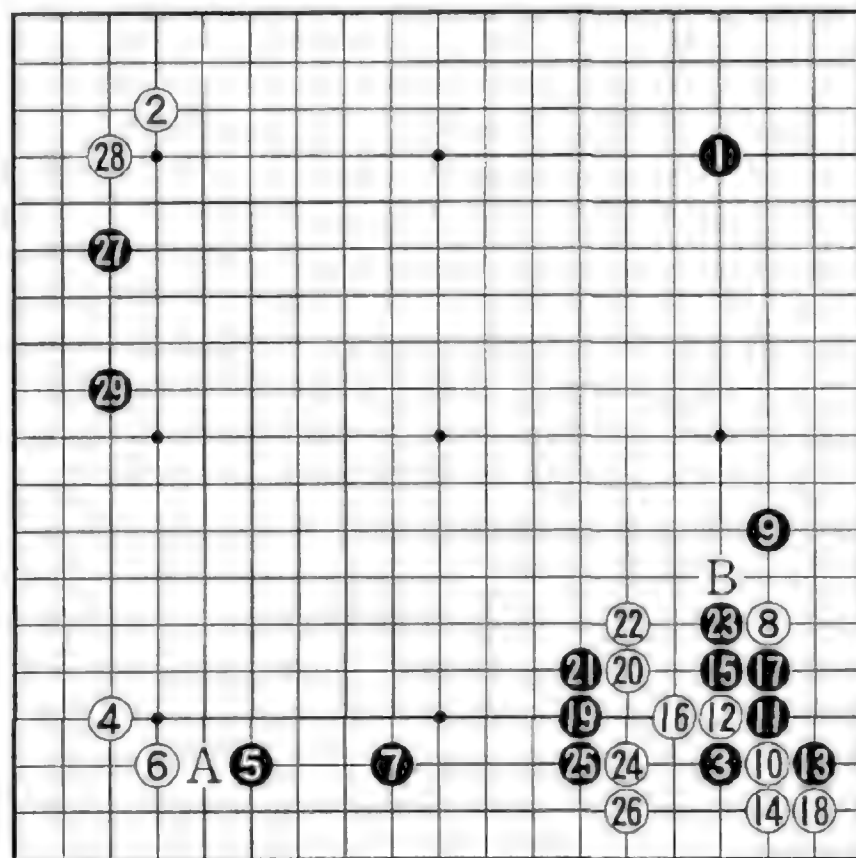
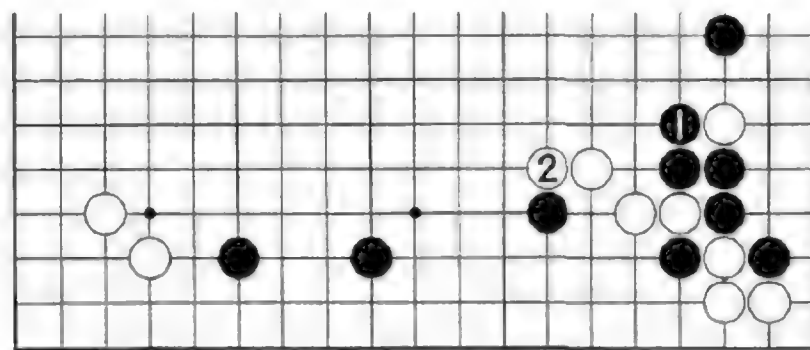


Figure 1 (1-29)

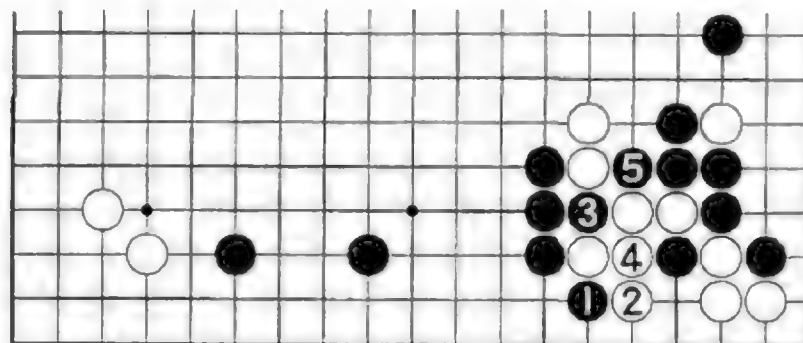
This time it is White who plays a large-knight approach with 8. This approach has a clear reason: if White 8 at 17, Black will pincer at B and fighting will immediately break out. This is something that White doesn't want.

The sequence to White 18 is a joseki. Black 19 is O Rissei's style. Most players would disengage from the joseki and make a big opening move somewhere else, but O continues with Black 19.



Dia. 1

Instead of Black 21, if Black pushes with 1 in Dia. 1, Black will play elsewhere after White 2.



Dia. 2

White 24 and 26 are excellent defensive moves. If White omits 26 and plays elsewhere, Black will play the sequence to 5 in Dia. 2, splitting White's stones into two groups.

Black has established positions on both the right side and the bottom, but White 22 keeps these positions separated.

Black 27 is the third large-knight approach. Black persistently avoids a fight.

Up to 29, neither side has weak stones and both have played deliberately.

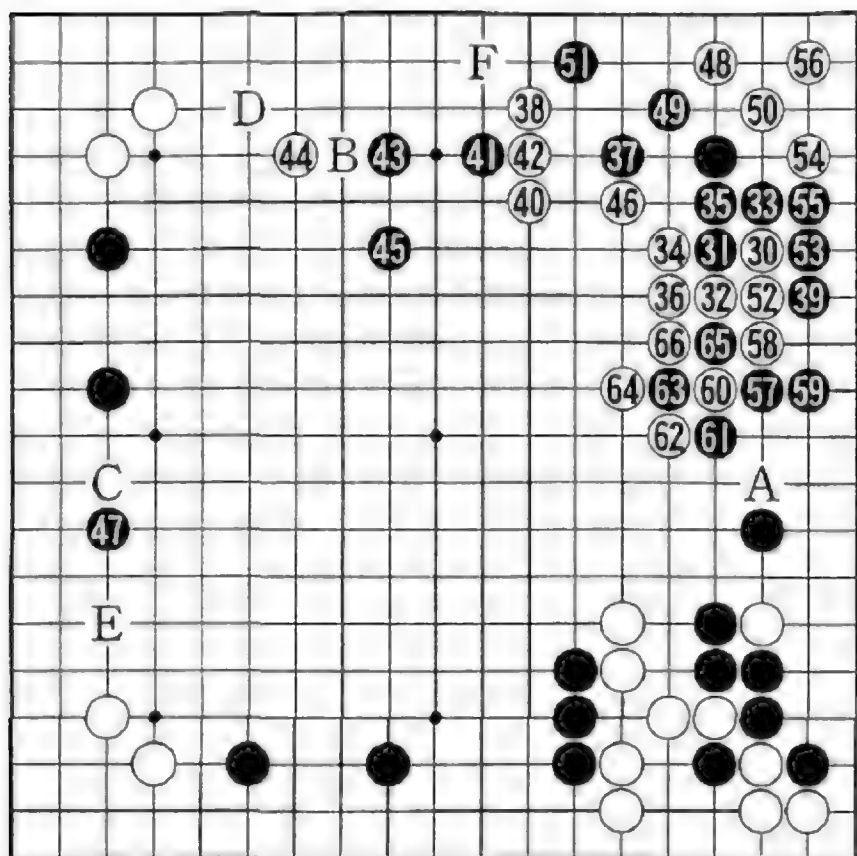
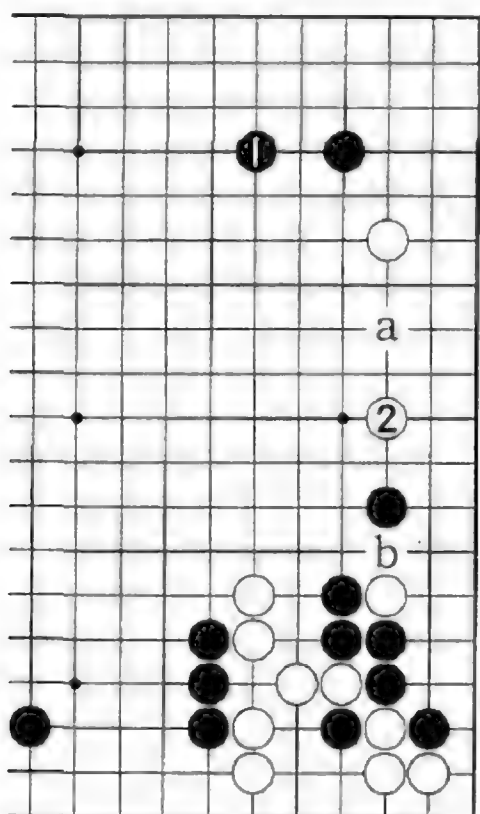


Figure 2 (30-67)

White 67: connects at 60

Figure 2 (30-67). White lives smartly in the corner.

If Black plays 31 at 1 in *Dia. 3*, White will make a three-space checking extension to 2. If Black invades White's thin extension at 'a', White can aim at 'b'. White has territory in three corners, so, if the game continues in this way, it will be close, but White will be satisfied with his position.

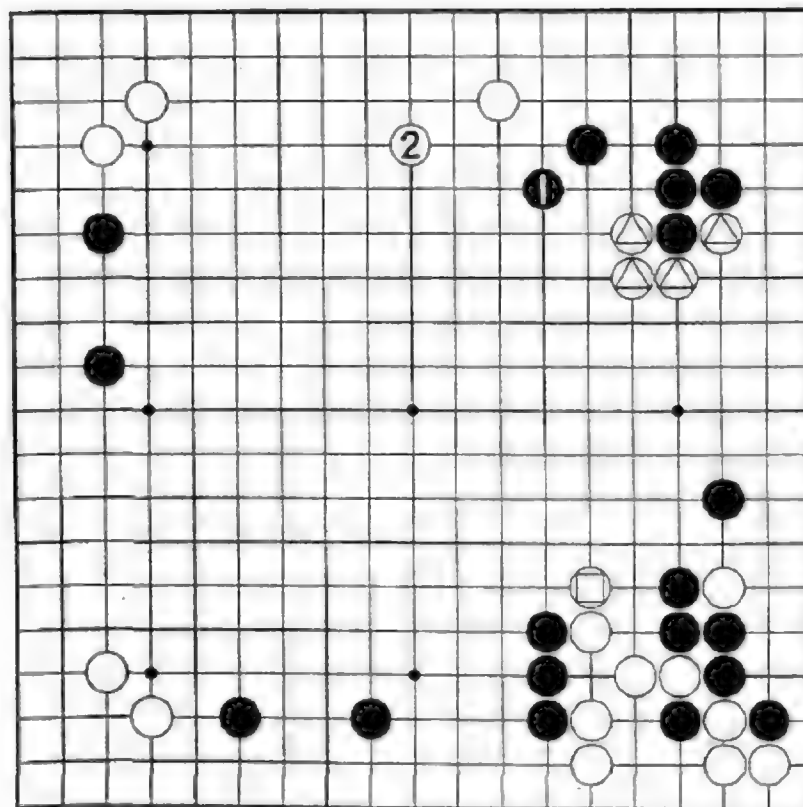


Dia. 3

Black 31 is the perfect point because it prevents

White from making an extension on the right side. With 33 and 35, Black hardens his corner territory.

White took a long time thinking about 36. He considered various possibilities such as descending to 53 and attaching at A, but in the end he chose the simplest move: connecting at 36.



Dia. 4

After White 38, the move that stands out is Black 1 in *Dia. 4*. However, White answers with the knight's move of 2. Regardless of the validity of this exchange, this way of playing is not O's style.

If anything good can be said about Black 1, it can be considered an attack on the four marked stones, but the outcome of this attack is unclear. Moreover, the squared stone at the bottom will work well when White is rescuing his four stones above. For these reasons, Black 39 was the natural move.

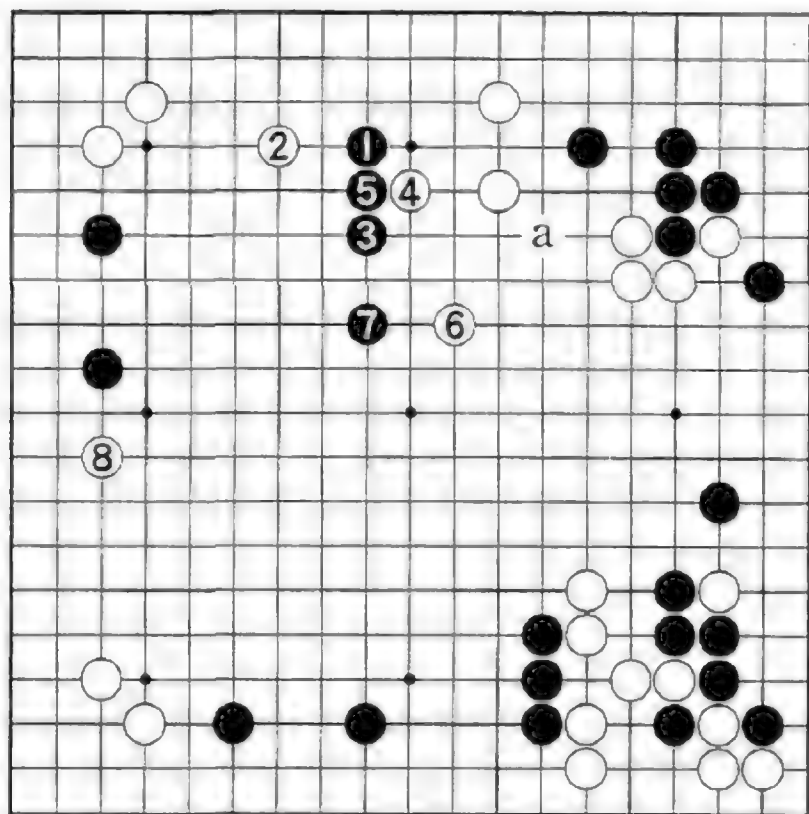
White jumped to 40 and Black 41 was the sealed move. Before the game began the next day, everyone predicted that Black had played his move at the top.

A professional's intuition is always to preserve aji, so there were a lot of opinions which advocated delaying the peep of 41. But —

If Black simply plays 1 in *Dia. 5*, White pincers with 2 and Black jumps to 3. Next, White can peep at 4 and build a position with 6. Black cannot omit 7. Now there is the possibility that White will switch to the left side with the checking extension of 8. In addition, because of 4 and 6, the possibility of Black moving out into the center with 'a' has become more remote.

Black 41 revealed O's intention to switch to the right side with 47.

If White doesn't answer 43, attacking the white corner with Black D would be a good point.



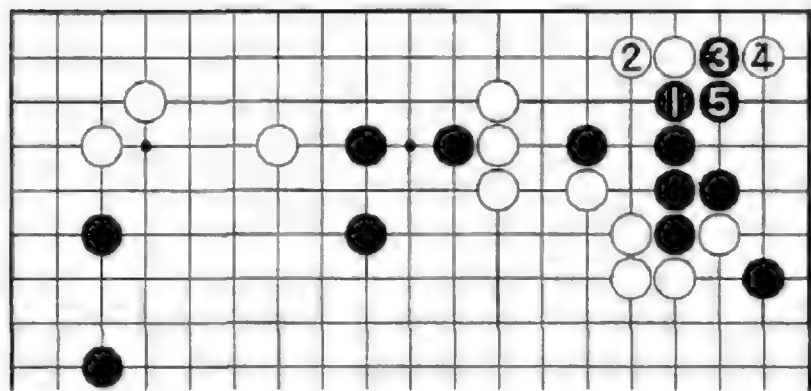
Dia. 5

Black extended as far as 47; he really would have liked to have gone as far as E, but this would be an unreasonably wide extension.

Ryu now invaded the corner with White 48, to see how Black would defend. This was a good move.

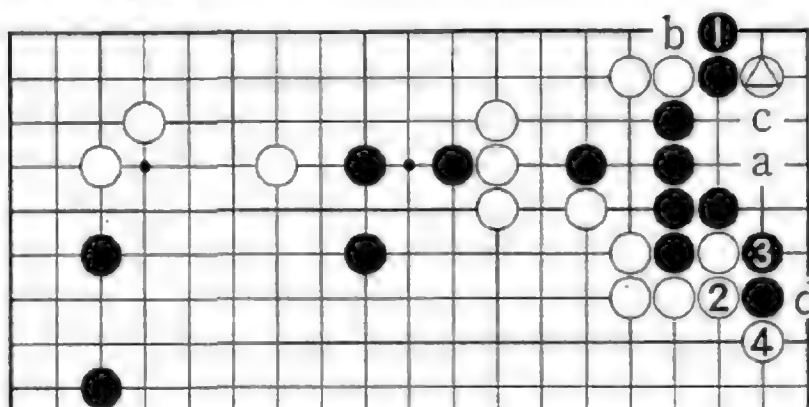
Black plays 49 and 51 in order to ensure a link-up with his three stones at the top, letting White live in the corner with the sequence to 56. This is severe on Black. White has taken 6 or 7 points of territory in the corner, living with a smart shape. In the upper right, the territorial balance has shifted in White's favor.

What about Black 49?



Dia. 6

If Black played 1 in Dia. 6, White would answer with 2 and 4. This would be a patient way for Black to play.



Dia. 7

If Black descended to 1 in Dia. 7 instead of connecting at 5 in Dia. 6, White would play 2 and 4. After this, because White has the peep at 'a', Black must defend at 'a' himself. White still has a sente move left at 'b', so White has to again play inside his corner at 'c'. If Black first plays at 'c' instead of 'a', the hane of White 'd' is sente.

Up to White 56, Ryu must have thought that he was on the road to victory. At the very least, he must have been aware that he had a good position.

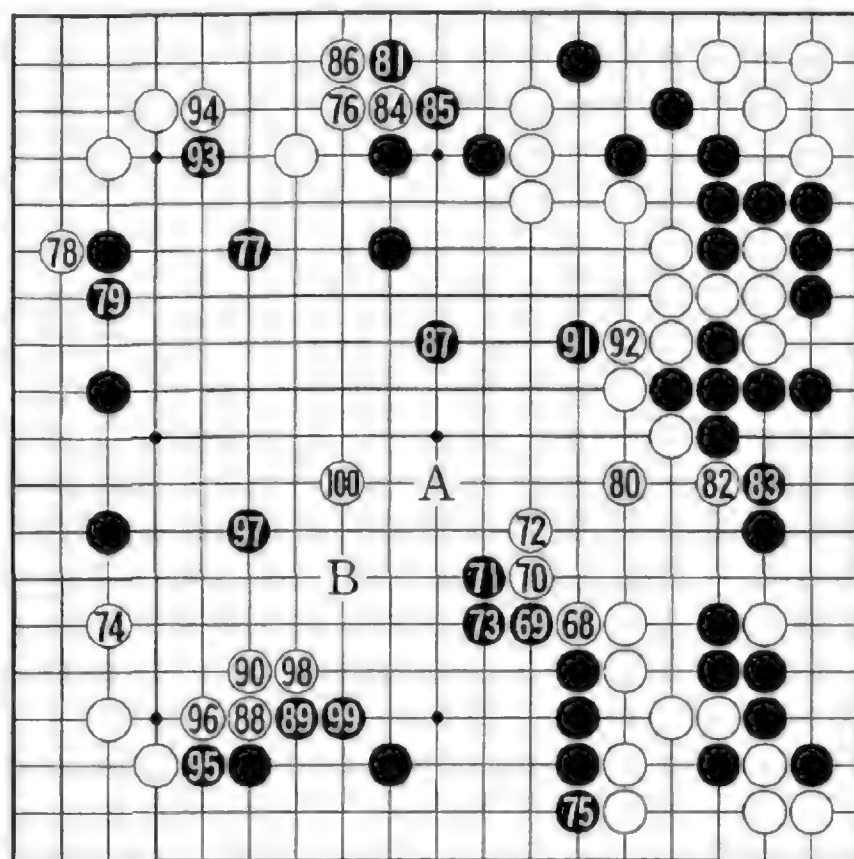


Figure 3 (68-100)

Figure 3 (68-100). An overly cautious move

Turning at White 68 is a thick move.

Against the two-step hane of Black 71, White extends to 72, settling himself while keeping pace with Black. Ryu spent 24 minutes on White 72 considering the cut at 73.

With 72, all of White's stones on the right are linked up, so none of his stones is in danger. There will be no middle-game fighting, so the game enters the big endgame stage. As for the big opening points, only the one-space extension of 74 is left.

Black closes up the open skirt at the bottom with 75. This is a big move, but it has no effect on White. However, it is the biggest move.

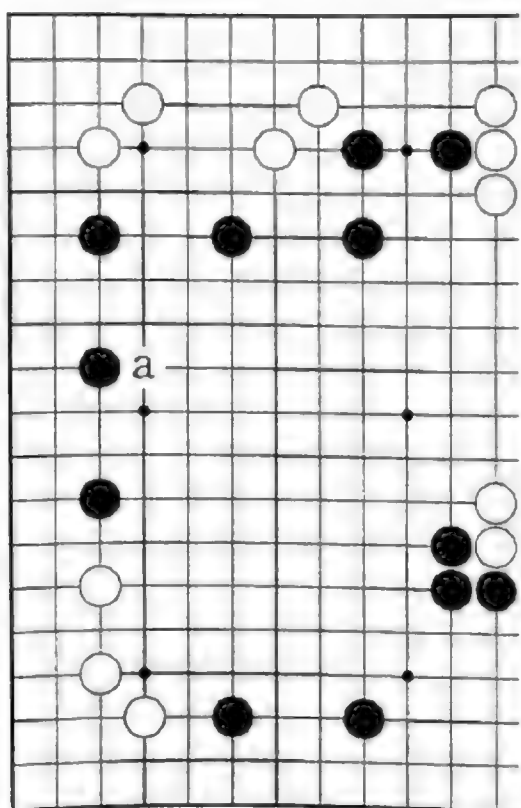
White 76 takes some territory. It's not much, but it is all that is left.

Ryu was in his last 10 minutes of byo-yomi, but O had used only half of his time and had four hours left.

Black 77 was a good move.

Ryu played White 78 to see how Black would respond. He then played the diagonal connection of 80. This was a safe move. Often when a player

has a good position, he will play too cautiously, and this can lead to a bad result. White 80 revealed Ryu's belief that he was winning. If Sakata Eio or Cho Chikun were playing White in this position, they would most likely have attacked White's stones with 'a' in *Dia. 8*.



Dia. 8

Black 87 is on the line where the black and white moyos cross. This is a point that has to be played.

Black 97 has the same meaning as Black 87.

White 100 erases the black moyo. The points A and B are miai, so White has a base to which he can escape with his stone. Black has no good way to attack it.

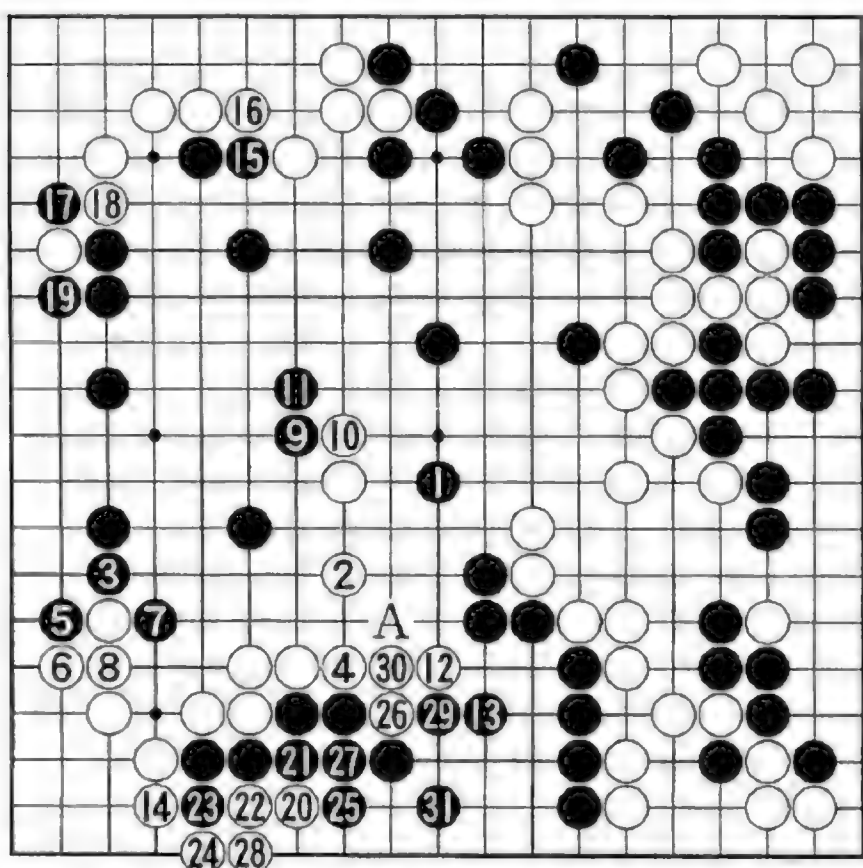


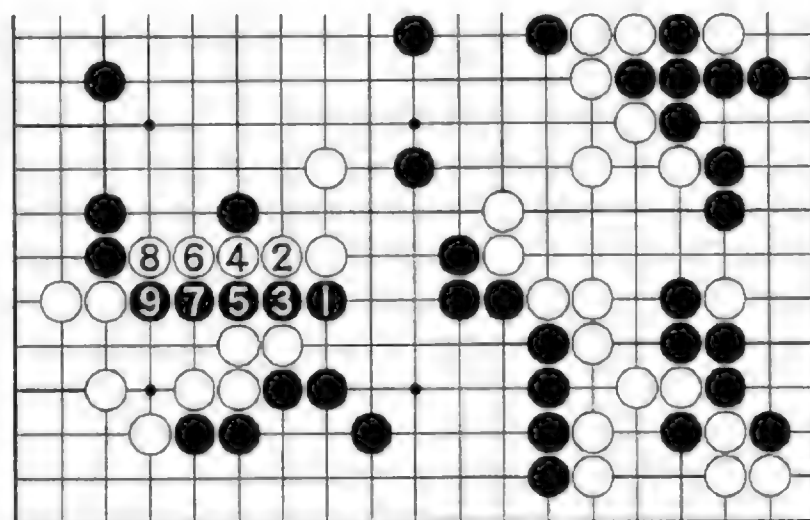
Figure 4 (101-131)

Figure 4 (101-131). A brilliant endgame move

The points 1 and 2 are miai.

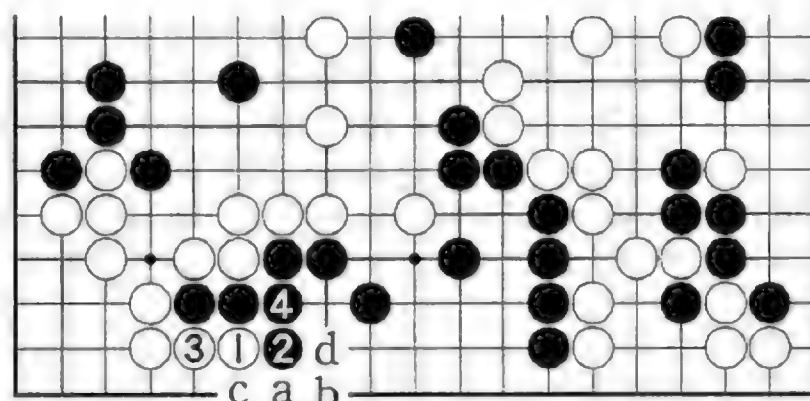
Instead of answering Black 3, White ensures

his link-up with 4. If White answers 3 by descending to 5, Black will attach at 1 in *Dia. 9*. With the sequence to Black 9, White's stones in the center have been cut off and they have no way to live.



Dia. 9

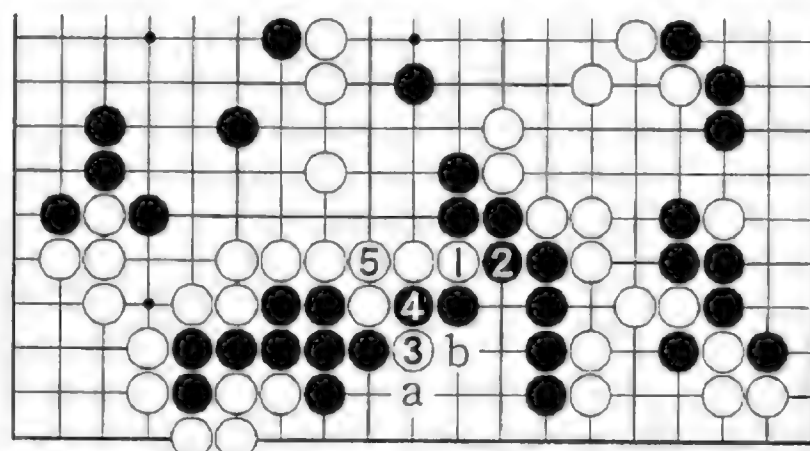
After the forcing moves of 5 and 7, Black takes profit with 9 and 11, and White moves into Black's territory at the bottom.



Dia. 10

White 14 was big. Following it up with the placement of 20 was an excellent endgame move. Ordinarily, the tesuji is White 1 in *Dia. 10*. After Black 4, the endgame sequence White 'a'–Black 'b'–White 'c'–Black 'd' is White's privilege. This is just as big as the endgame sequence played in the game. However, comparing the game sequence with *Dia. 10*, White was able to play 30 and the bad aji of a peep at A has been erased.

The sequence from Black 21 to 31 can't be avoided. If Black omits 29 and 31, White will play 1 and 3 in *Dia. 11*. After White 5, Black must play 'a'–White 'b', so White will capture two stones.



Dia. 11

This was a skillful endgame maneuver by Ryu. He made these last 20 moves with only one minute left on his clock. On the other hand, O still had an hour and a half left. O was making very good use of his 8-hour time allowance.

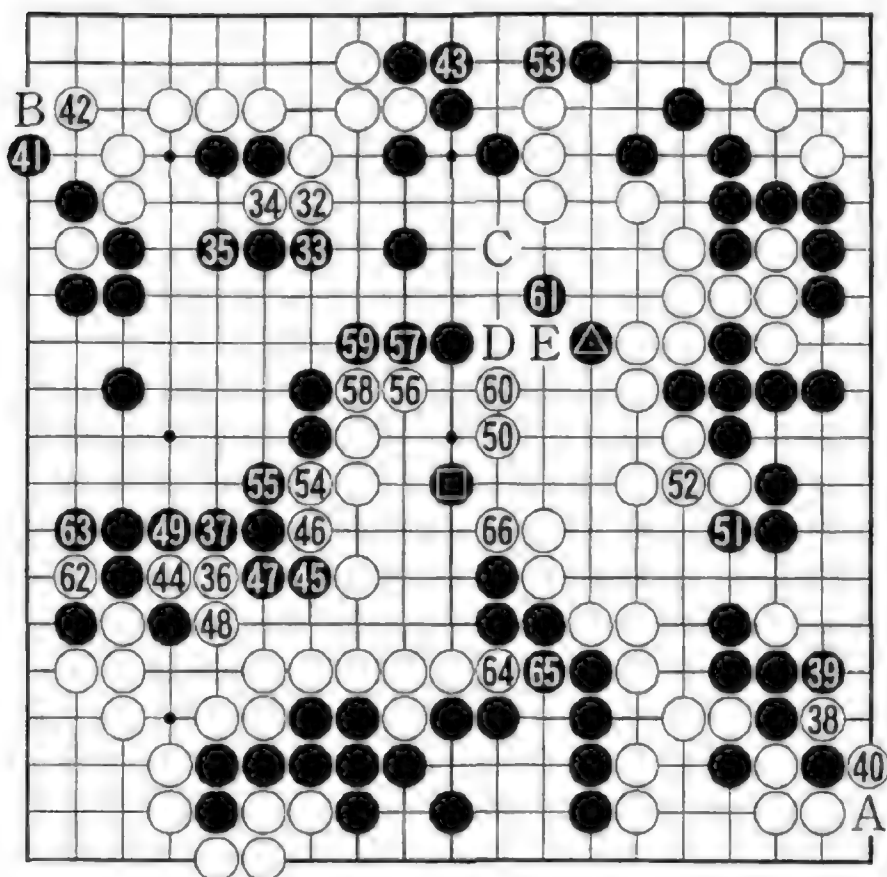


Figure 5 (132-166)

Figure 5 (132-166). Miscalculation in the center

Capturing with 38 and 40 was big. If Black connected at 38 instead, Black A would be sente.

Black 41 is an endgame tesuji. After White 42, Black can still push in at B. After White 48, the game is close, but I would prefer to be playing White.

Instead of playing 50 in the center. White should have blocked at 53, preventing Black from linking up his stones. If Black defends at C, the game is close, but White is just a little bit better. If White C instead of 53, Black 53-White D-Black 60-White E, and White will capture the triangled stone. It is extremely close, but White's thickness gives him a slight edge.

After White connects with 52, linking up with Black 53 is the winning move. White suddenly sees the advantage he has painstakingly built up vanish.

With the sequence to 60, White enters the classic losing pattern. White plays 66, hoping to capture the squared stone, but, as you will see in Figure 6, this proves to be impossible.

Figure 6 (167-200). No territory in the center

Black clamps with 67. White 68 looks like a tesuji, but, up to 75, White has been unable to make any profit. Black 99 is worth four points in gote. There was no rush to play this move until after the bigger moves of Black 85 and White 98 had been played.

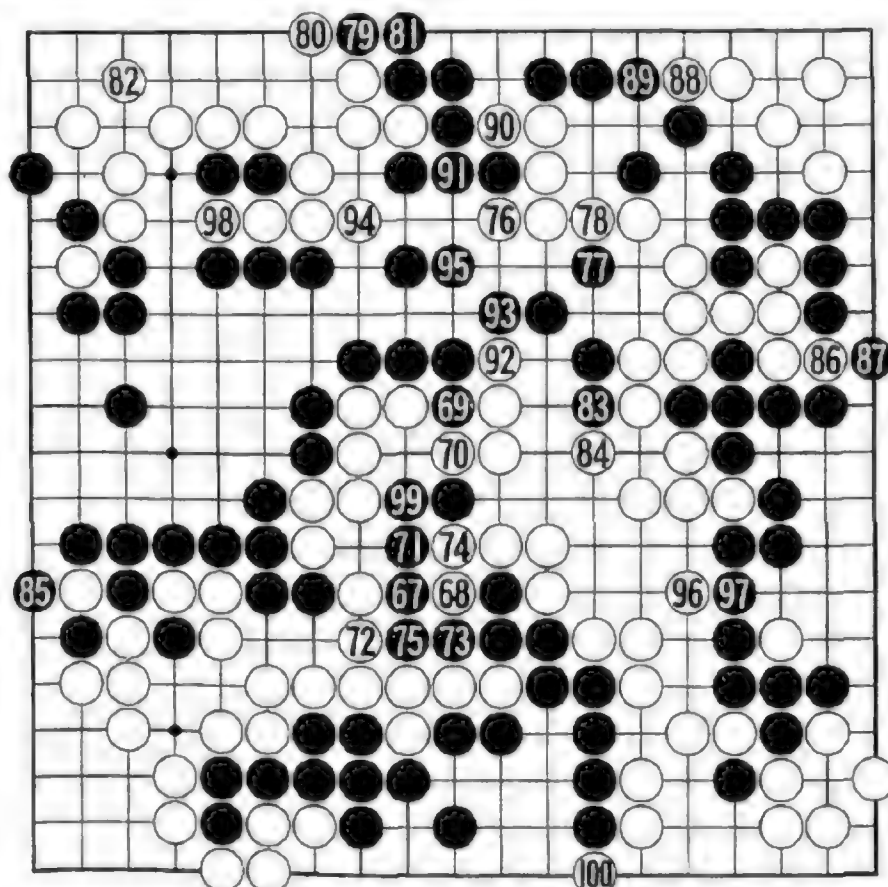


Figure 6 (167-200)

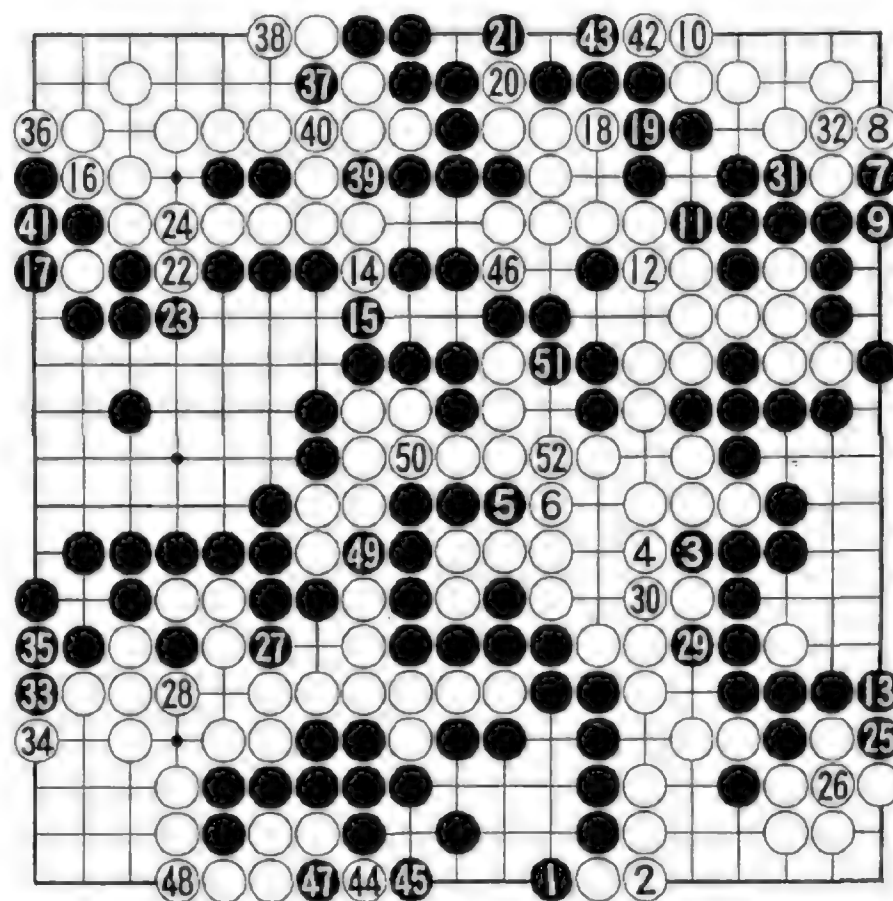


Figure 7 (201-253)

Black 53: connects at 44

Figure 7 (201-253). No chance for an upset

Only one-point sente and two-point gote moves are left. There is no chance for White to stage an upset. Black is more than 10 points ahead on the board.

Black wins by 4½ points.

Game Six

White: Ryu Shikun 7-dan

Black: O Rissei Kisei

Played on March 6 & 7, 2002.

Analysis based on O Rissei's commentary.

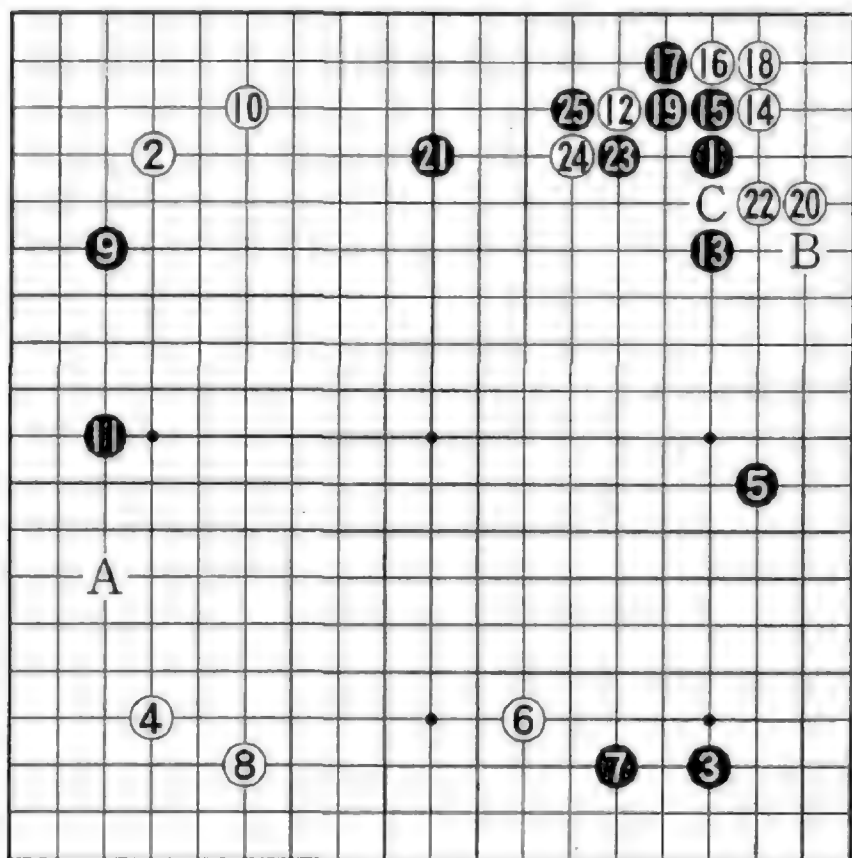
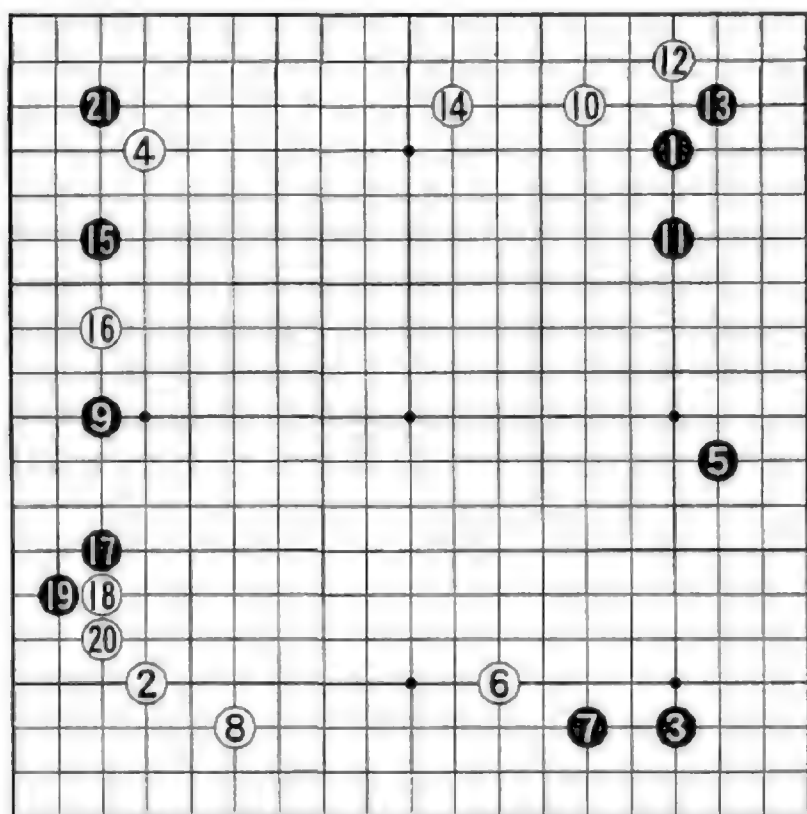


Figure 1 (1-25)

Figure 1 (1-25). The same as Game One

The moves up to White 8 were the same as in Game One of this series, except that O was playing with the white stones in that game.

With Black 9, the game diverged. In Game One, Ryu played Black 9 at 10.



Dia. 1

It is interesting to note that this position also arose in another of O's games. At the end of last year, in a game in the Meijin league against Hikosaka Naoto 9-dan, O jumped in between the two white stones on the left side with Black 9 in *Dia. 1*. After the exchange to White 14 in the upper right corner, Black approached with 15.

O Rissei: 'After thinking about this position, I decided that it is better to approach immediately with 9 instead of wedging between White's positions first with 11. After Black 9, the game proceeds

quite differently. In response to Black 13, White invades the corner with 14. I think that this is a good move, especially since White already has a stone at 10. When White has extended to 14 in *Dia. 1*, Black can extend to 17 in answer to White 16.'

Blocking with Black 17 was the turning point of this game. Blocking on the other side was not appealing.

O: 'I didn't like the attachment of B, so I played Black 21.'

O's style is a light and fast development.

Without a moment's delay, White extends to 22, denying Black the chance to attach at B and aim at the various defects in his position. Black answers with 23.

O: 'Black C was the proper move, but I didn't play it. Black 23 is a bit thin.'

White plays 24 as a probe. Black responds by cutting with 25.

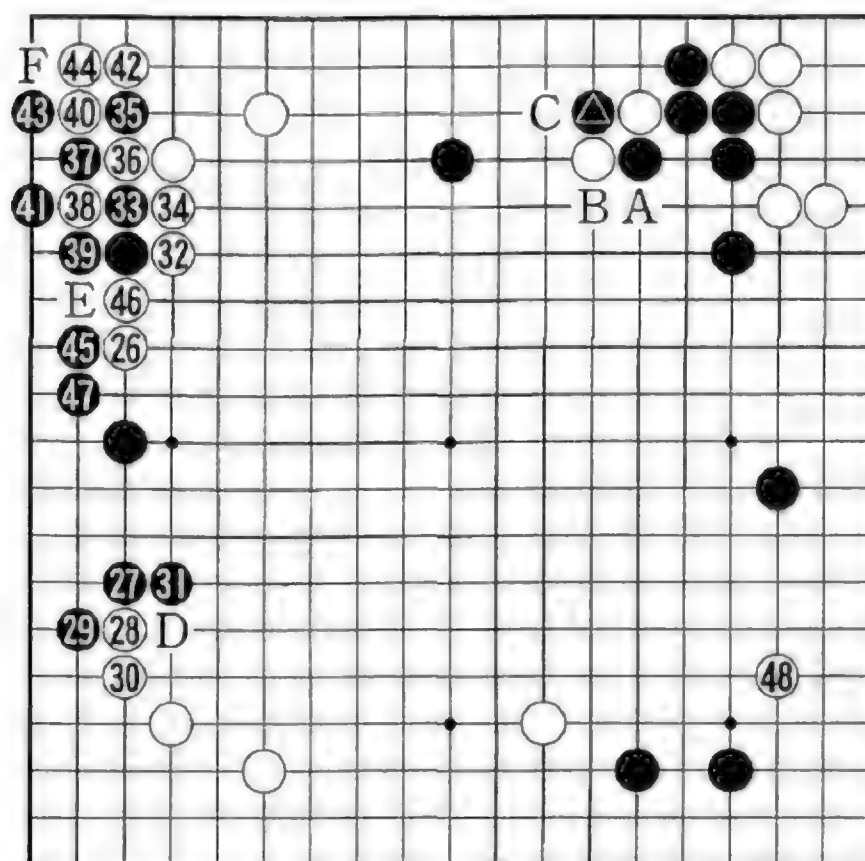


Figure 2 (26-48)

Figure 2 (26-48). Black has a terrible game.

O: 'Instead of cutting with the marked stone, extending to Black A would have been better. However, playing the marked stone was better than playing the hane of Black B. However, there are good and bad points to all these moves.'

Without settling the top with A or C, Black quickly invades with 26. Black ignores it and extends to 27.

White attaches with 28. This is just what happened in the game in *Dia. 1*.

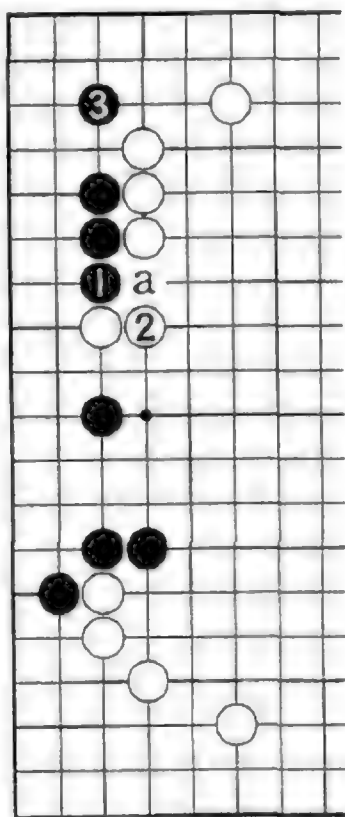
O: 'Black 28 was an appropriate move.'

After Black 29, White 30 and Black 31 are necessary. If Black plays 29 at D, White will play 30

and Black will connect at 31. By playing 29 underneath, Black is aiming at White's corner. This is typical of O's style.

White attaches with 32 to make thickness before playing in the upper right. Black 33 is a good response. Next, Black continued with 35.

O: 'If I had lost, Black 35 would probably have been the losing move.'

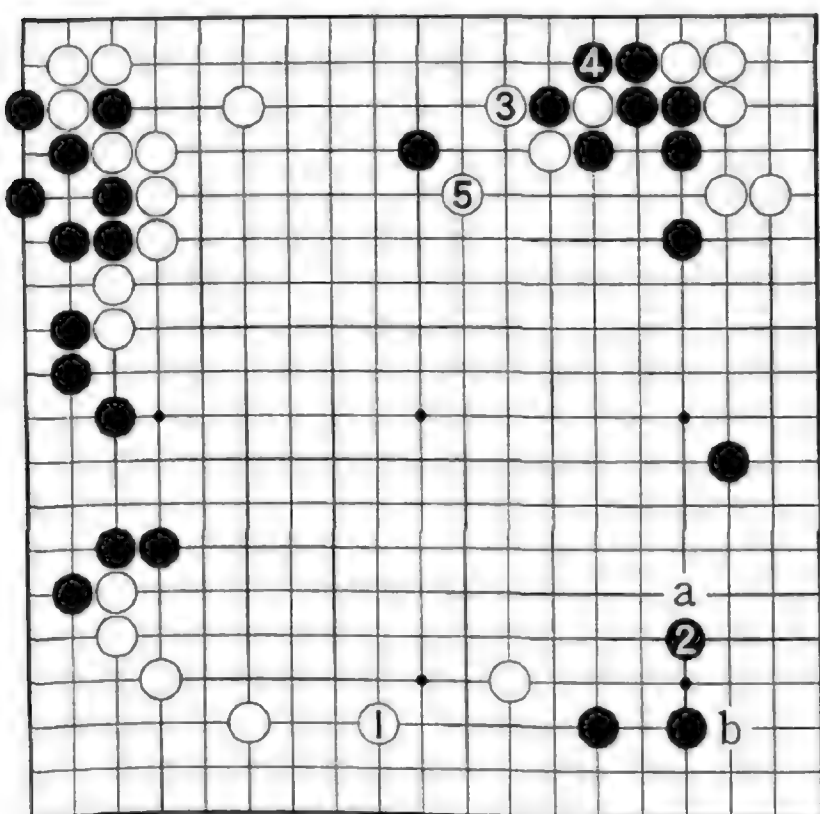


Dia. 2

There are a lot of possibilities; for example, Black 1 in Dia. 2. If White 2, Black invades the corner with 3. Black could also play 3 at 'a' and fight.

White 36 and 38, cutting through, were natural but severe moves. The only response is to take the cutting stone with 39, but Black has to live by crawling along the second line with 45 and 47. This was not a good result. If Black 47 at E, White would have a good endgame move at F.

O: 'Black's game has become terrible.'



Dia. 3

White switches to the lower right corner with 48. However, White 1 in Dia. 3 would have been better. If Black encloses the corner with 2, White sets his stones at the top in motion with 3 and 5. Black 2 defends the lower right with one move. If Black 2 at 'a', believing that he is strong enough around here to make a wide extension, White 'b' would be quite disagreeable.

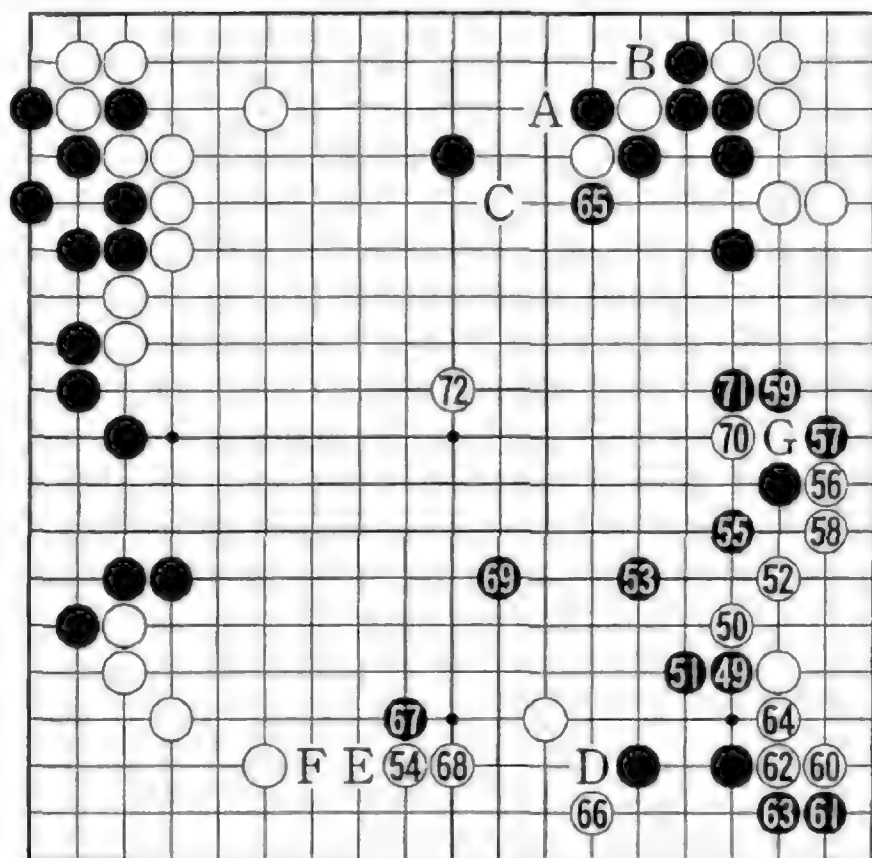
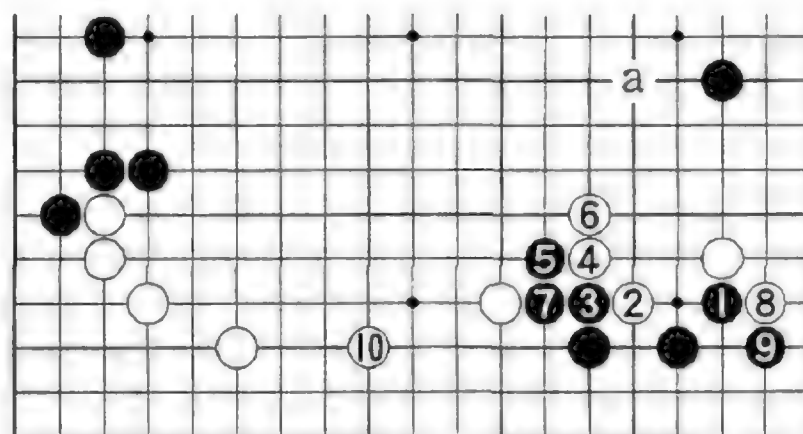


Figure 3 (49-72)

Figure 3 (49-72). A good move

Black attaches against the attacking stone with 49, then extends to 51. Somehow, these moves leave something to be desired.

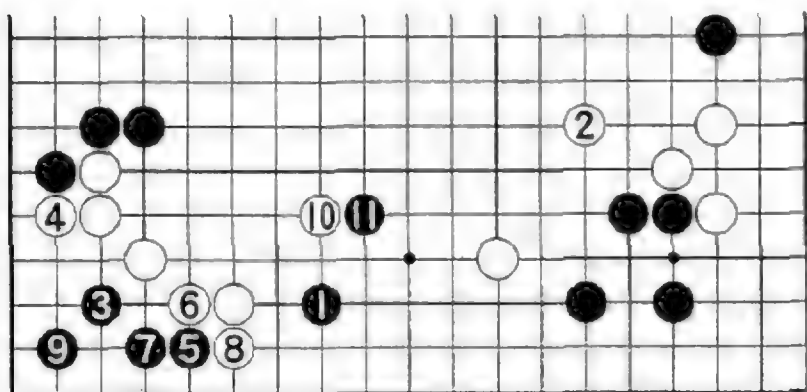


Dia. 4

O: 'These moves may look strange, but I think they are appropriate for this game. The diagonal attachment of Black 1 in Dia. 4 is the first move that occurred to me. In the end, White would defend at 10. The cap at 'a' is not an effective attack.'

When Black played the knight's move of 53, defending with White 54 was a good point because White's stones at the bottom are thin. For example, if Black played 53 at 1 in Dia. 5 and White moves out into the center with 2, Black could gouge out

White's corner with the sequence to 9. If White attacks with 10, Black can fight with 11.



Dia. 5

With 55, Black confines the white stones to the lower left corner. White can secure his stones with the sequence to 64, and Black's attack comes to a pause.

Next, Black turns his attention to the top and thickens his stones with 65. This move is necessary because White is threatening to play A—Black B—White C, and now his thickness on the left can be utilized.

Instead of White 66, it would be hard for Black to find a good response to the diagonal attachment of White D.

If White answers the attachment of 67 with E, White's corner will become big.

Black 69 is certainly a good point.

O: 'I thought that the game would be decided in the center, but White's thickness in the upper left made it hard for Black to make territory there.'

Black should have made a probe at F with 69. This is an important point, but O was reluctant to give a diagram.

White 70 was the sealed move. Black built strength with 71, but simply connecting solidly with G would have left better *aji*.

White erases Black's *moyo* with 72. This erasing move is neither too shallow nor too deep. It is the perfect point.

O: 'This move has a good feel to it. This game will be a masterpiece for Ryu. Black has a bad position.'

Figure 4 (73–100). O is being given a lesson.

With 73, Black is looking to exploit White's bad *aji* in the corner. Cutting with 76 results in a loss for White. Simply play a *hane* at 78 instead would have been better.

O: 'I was grateful for that cut.'

Black still has the *aji* of Black A in the corner. The *hane* of Black B or throwing in at Black C both lead to a *ko*. This is quite disagreeable for White. If White plays 80 at 81. Black will cut at 80 and he has various ways to exploit White's bad *aji* here.

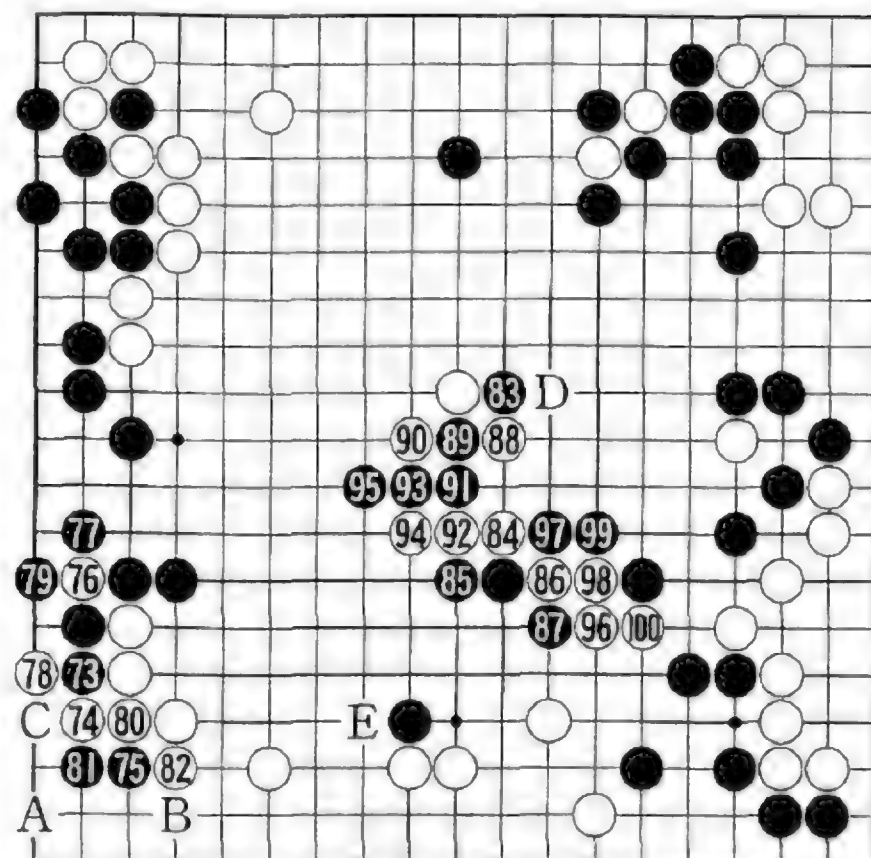
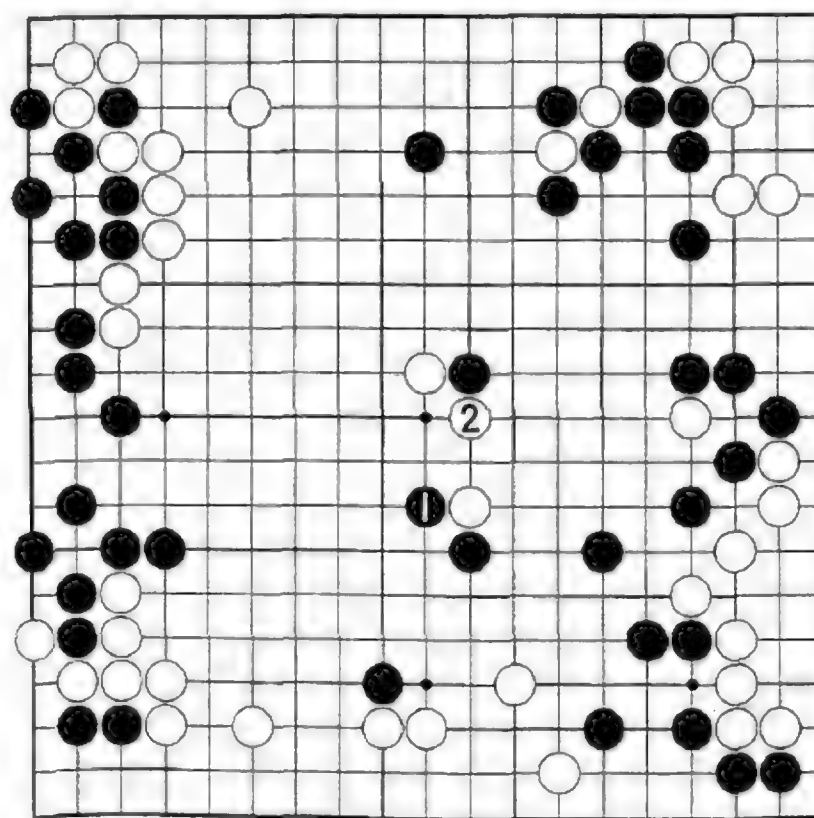


Figure 4 (73–100)

With 83, Black tries to surround as much territory in the center as possible. If 83 at D, Black won't be able to get enough territory to win. White immediately responds to the attachment of 83 with his own attachment at 84.

O: 'White 84 was a beautiful move.'



Dia. 6

O: 'Actually, Black should have played 83 at E to prepare for the fight. However, I was worried that he would counterattack. Instead of 85, if Black *haned* at 1 in *Dia. 6*, White has the move at 2. However Black plays, his moves will not turn out well.'

White forces with 86, then *hanes* with 88. Whatever happens, Black has no other move but to cut at 89. If Black's stones in the middle are crushed, he will lose.

White *ataris* with 90, then drives out the black stones with 92 and 94. The sequence to 95 is a

one-way street. White continues with the hane of 96. Black is really being given a lesson.

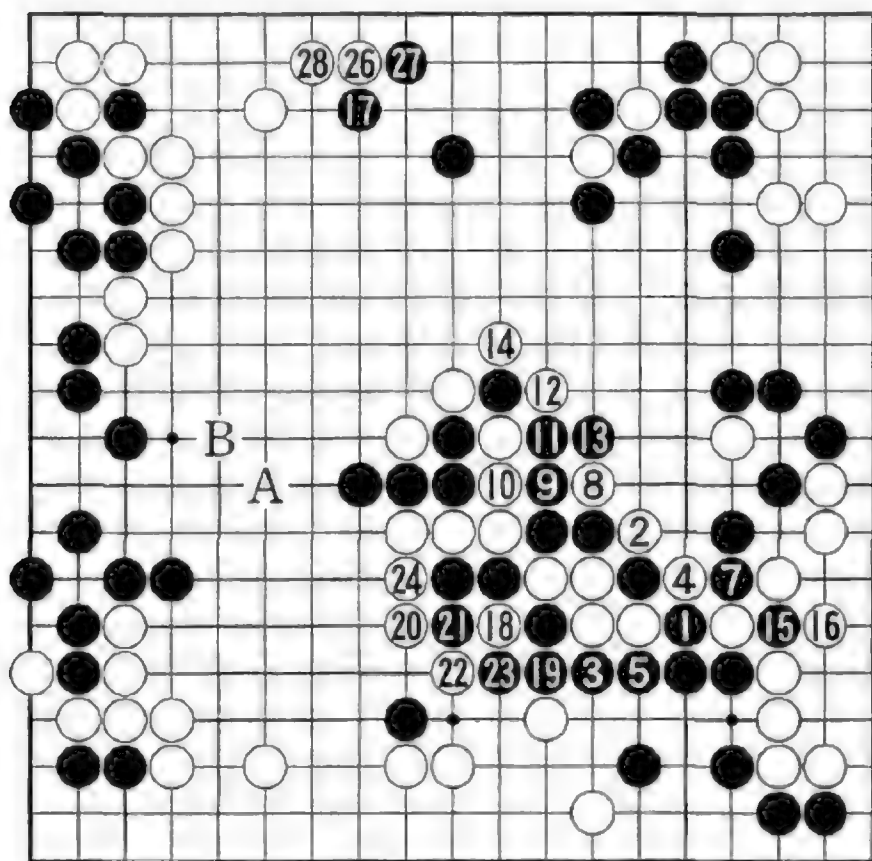


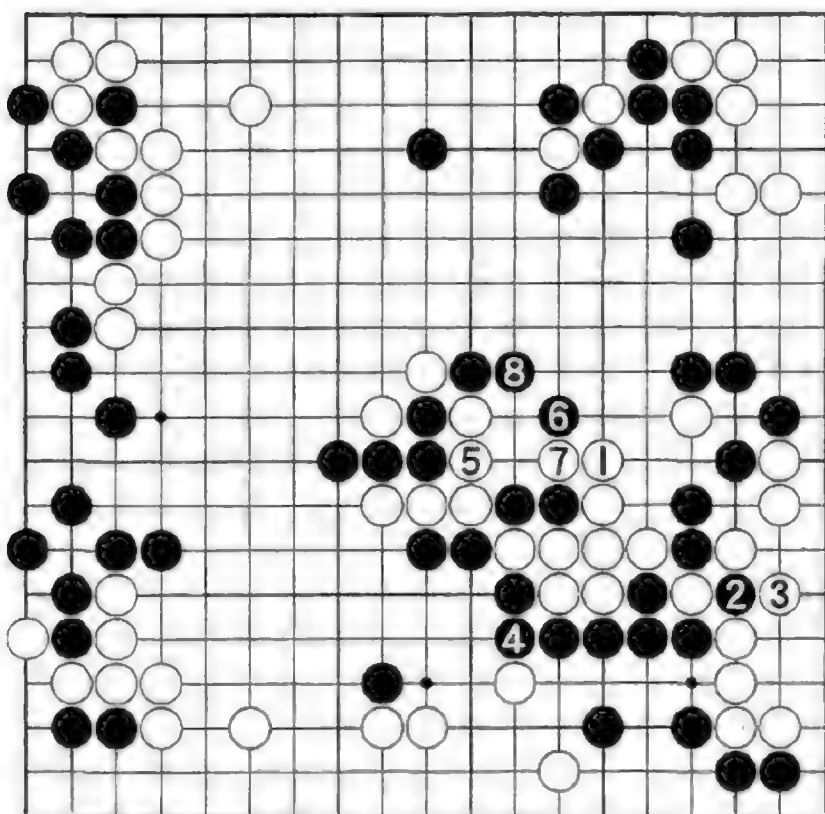
Figure 5 (101-128)

6: connects (below 2); 25: connects (at 18)

Figure 5 (101-128)

After Black 1, White cuts with 2, and the sequence to the ponnuki of 14 is inevitable; there is no room for variation.

O: 'The proverb says that a ponnuki is worth 30 points. In this case it may be even bigger. White has the better game.'



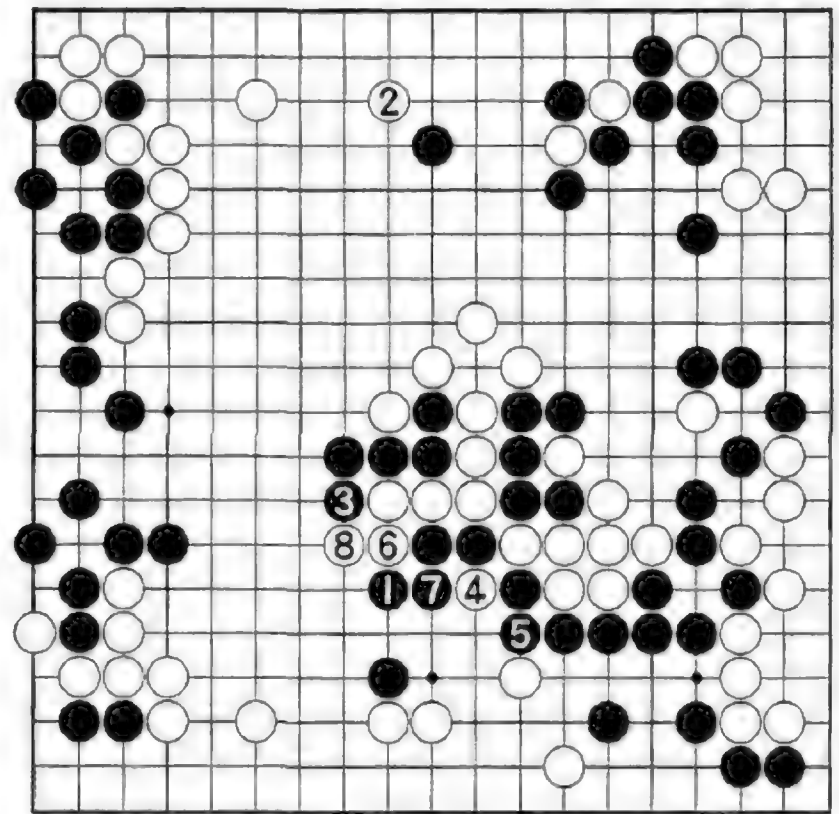
Dia. 7

O: 'Instead of 8, I analyzed White 1 in Dia. 7. Black exchanges 2 for 3, then connects at 4. After Black 6 and 8, White's position in the game is better, but we still cannot say that White has the advantage.'

With White 14, the fighting in the center is

over. With his eye on his four stones cut off in the center, Black extends to 17.

O: 'Black has to prevent White from playing at the top.'



Dia. 8

If Black plays 1 in Dia. 8, threatening to confine the white stones in the center, White will ignore it and extend to 2 at the top. However, after Black 3, Black can't contain White. White will atari with 4 and break through with the sequence to 8.

Instead of attaching with 26, White could also consider attacking the four black stones with A or B. However, Black 28 would be a big move.

The endgame has now begun and the game will be decided in this stage.

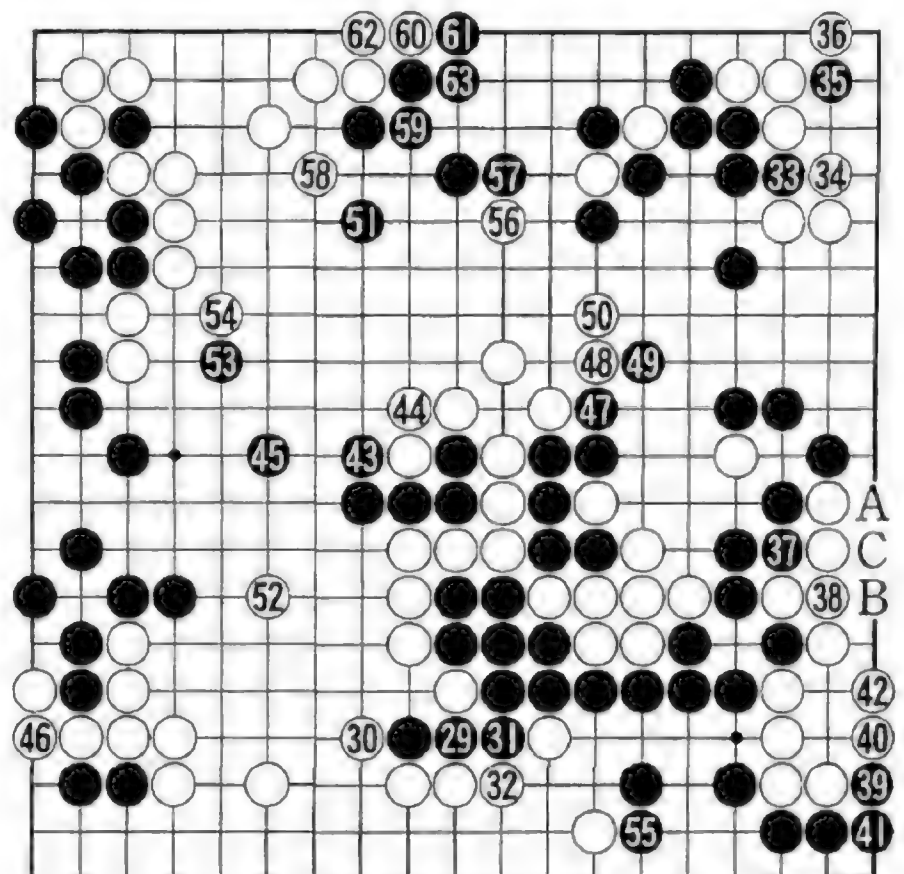


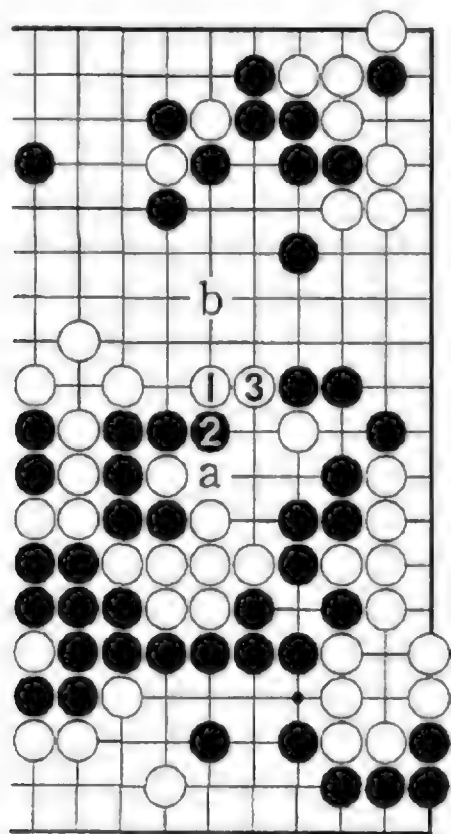
Figure 6 (129-163)

Figure 6 (129-163)

The moves 29 and 31 are Black's privilege. Af-

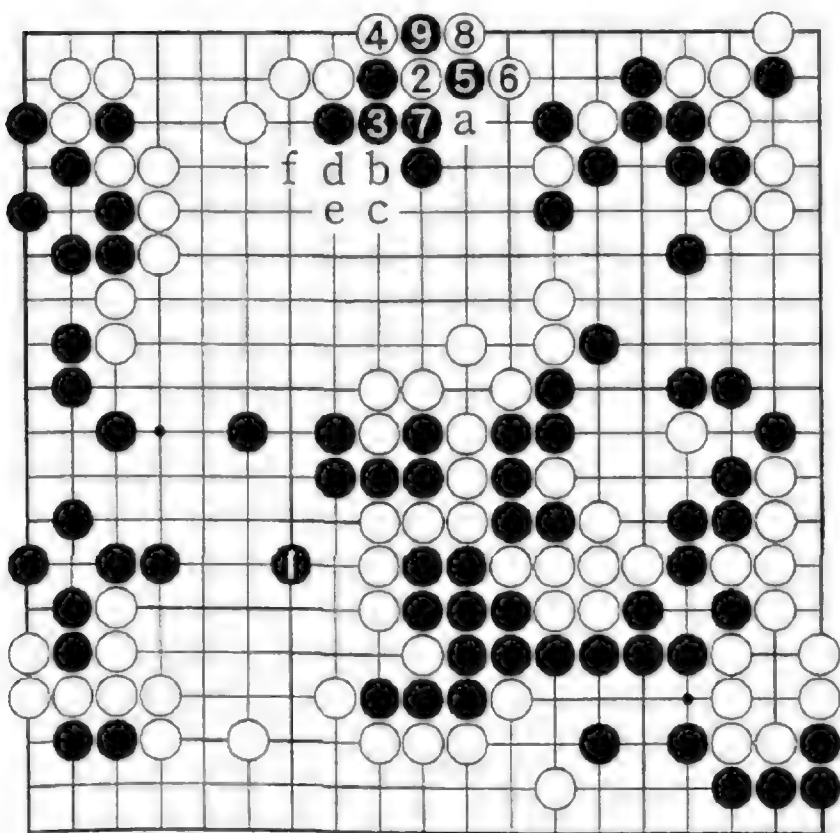
ter Black plays the sente moves to 41, the pros watching the game in the pressroom were commenting that O must be aware of his advantage because he didn't start a ko fight by playing the hane of A with 37. White would have to answer with 42. Next, Black B–White C–Black 38.

O: 'I by no means thought that I had an advantage. I didn't think I could fight this ko. I had to reinforce the four stones floating in the center with 43 and 45. White also had to prevent a ko in the lower right corner with 46. The game is still even.'



Dia. 9

White 46 is small. Instead, White should have continued his attack with 1 and 3 in *Dia. 9*. If Black 2 at 'a', White jumps to 'b'. Black 47 defends against these moves. The difference between *Dia. 9* and the game is big. However, Black's continuation at 51 was small.



Dia. 10

Black 1 in *Dia. 10* is an important fighting point. White will clamp at 2 and a ko results with the sequence to 9. Even if Black has to backtrack by connecting with 'a', it will still be good for him. If White cuts at 3 with 2, Black will atari with 7–White 'b'–Black 'c'–White 'd'–Black 'e'–White 'f'–Black 2. Either way, White's stones in the center have become thin.

White 52 was an excellent point.

O: 'Black is playing a losing game.'

However, the drama was not over.

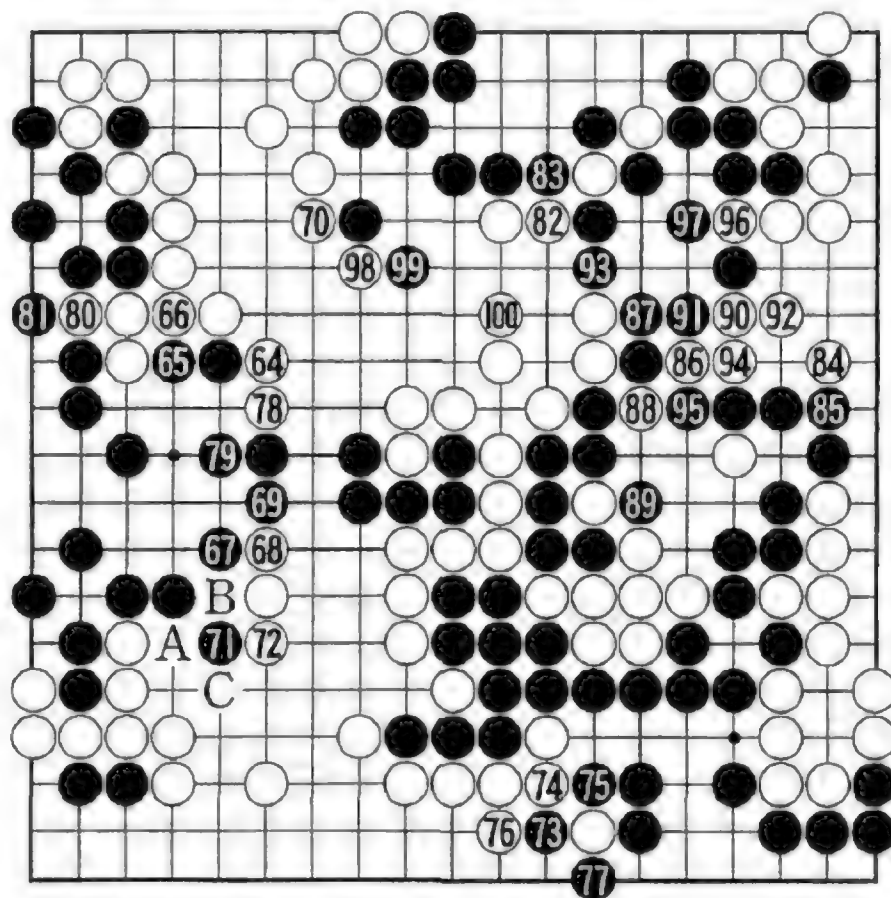


Figure 7 (164–200)

Figure 7 (164–200). The final upset

The game has now entered the small endgame stage.

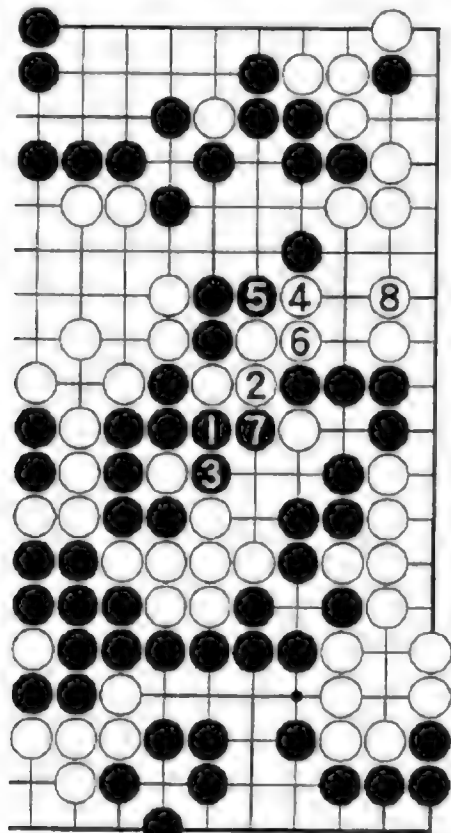
White 70 was problematic. Blocking in the lower right with White A was bigger. Black was able to play 71 in sente. If White A next, Black will exchange B for White C. White has managed to keep Black out of his territory, but at the loss of two points.

Black captures a stone with the sequence from 73 to 77. The true size of this capture will become apparent in the next figure.

Black has no choice but to answer White 84 with 85: Black can't allow White to play at 85.

White 86 was the losing move. White escapes with the sequence to 94, but Black captures a stone with 95. In an instant, a good game has turned into a loss for White.

Capturing with 89 was the key move. If Black ataris with 1 in *Dia. 11*, White 2 forces Black to capture with 3. Now White can escape with 4.



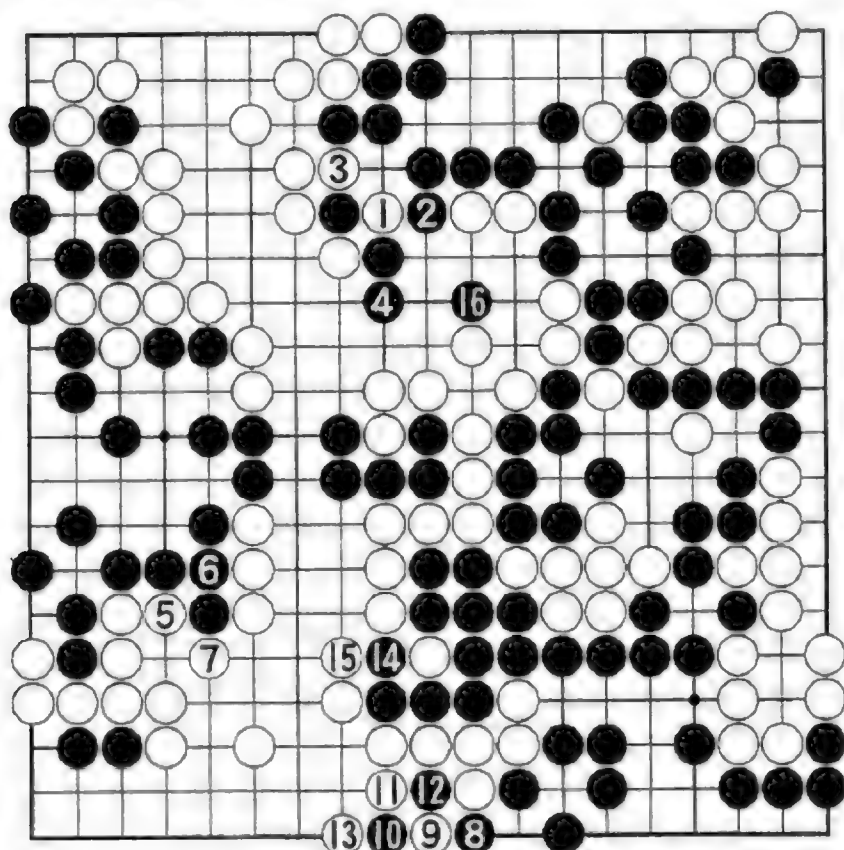
Dia 11

Instead of 86, White 92 would have been better.

Black 93 is the correct order of moves

Even though Black has staged an upset, the game is still close.

Ryu was visibly shaken, but he played the rest of the endgame flawlessly.



Dia. 12

Instead of White 100, White can capture with 1 and 3 in *Dia. 12*. Next, closing off the lower left with 5 and 7 is big. After Black 16, only small end-game points remain.

Figure 8 (201–277). *A near miss*

Black first plays a forcing move with 1, then pokes into White's territory in the lower left with 3. This is a big move.

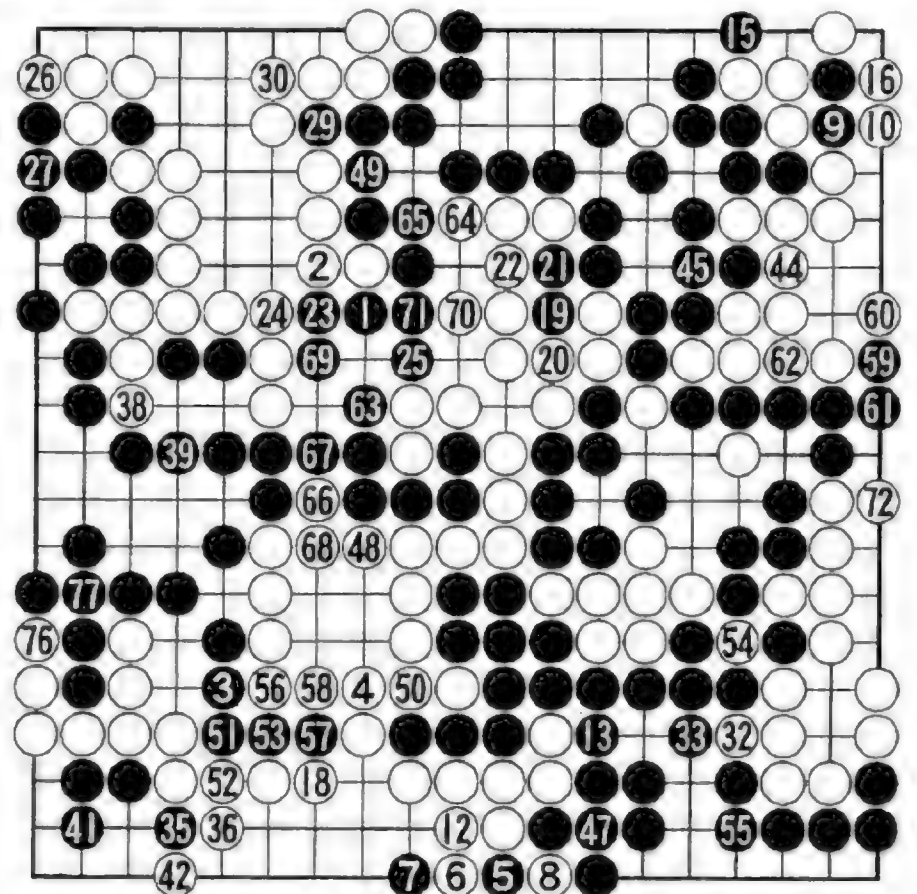


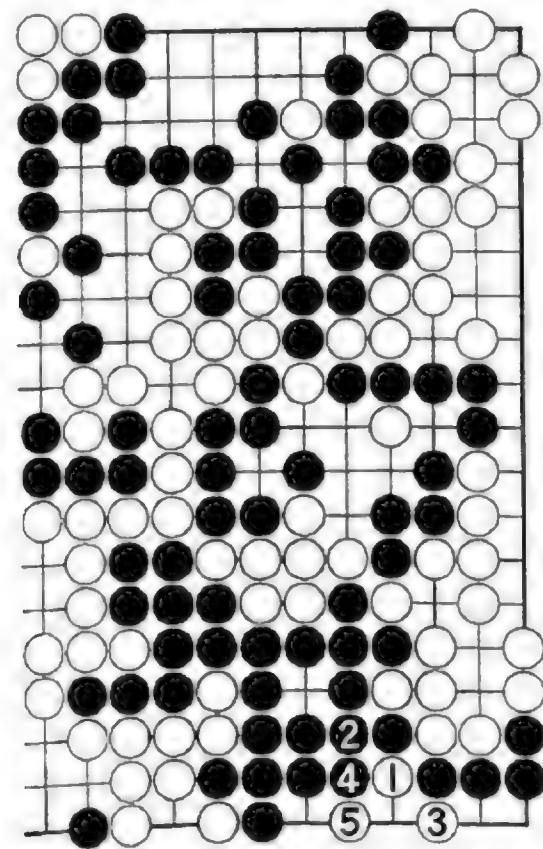
Figure 8 (201–277)

11, 31, 37, 43, 73: takes ko at 5;

14, 28, 34, 40, 46: takes ko at 8;

74: connects right of 54; 75: connects at 8

Black then starts a ko at the bottom with 5. When White blocks at 6, Black ataris with 7. White can't win the ko, so he has to defend at 12 and 18. Black's victory is assured.



Dia. 14

When White captures the ko with 54, Black connects with 55. If Black plays elsewhere, White will play 1 to 5 in *Dia. 14*. Black finds his stones short of liberties, so he has to fight the ko at the bottom. This would have been a big upset.

O: 'It was thick with black stones around here, so I didn't notice this sequence at first. I was fortunate that it eventually came to my attention.'

Continued on page 44.

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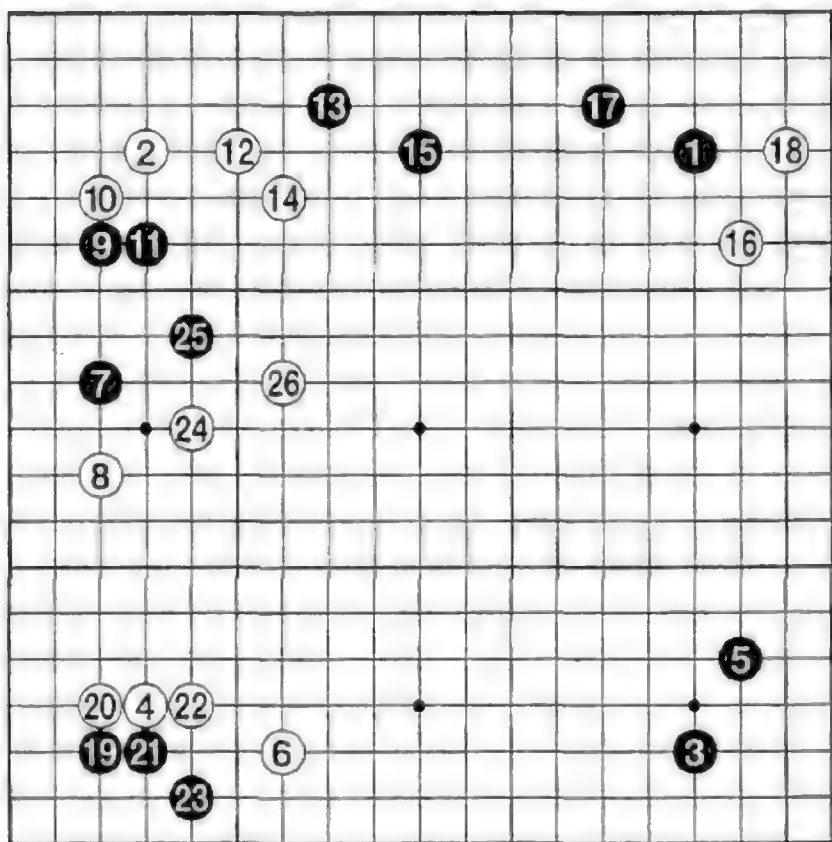
See addresses, phone and FAX numbers on the first page.

Urgent Points and Big Opening Points

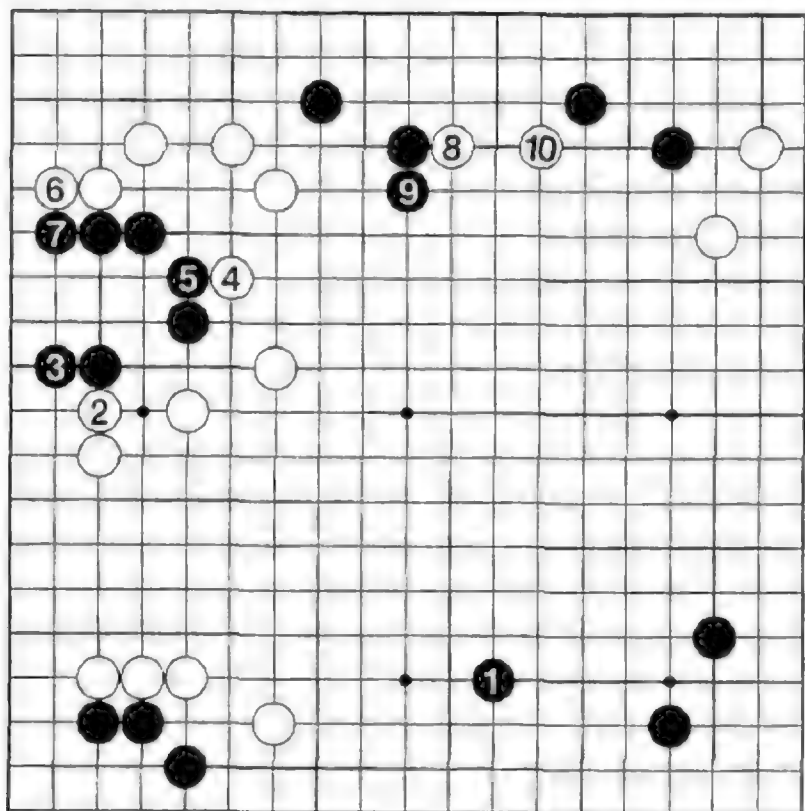
by Kobayashi Satoru 9-dan

There is a go proverb which says 'Play urgent points before big points!' This proverb encapsulates the most important principle of the opening, namely, if you have a group of weak stones without eyes you must strengthen it. If such a group were to come under attack, your opponent could make profit by attacking and threatening to kill it. You might choose to sacrifice such stones, but this would not be an option if they are too big or too strategically important to sacrifice. You will have no choice but to find some way to rescue them. Here are two examples.

Example 1 (1-26)



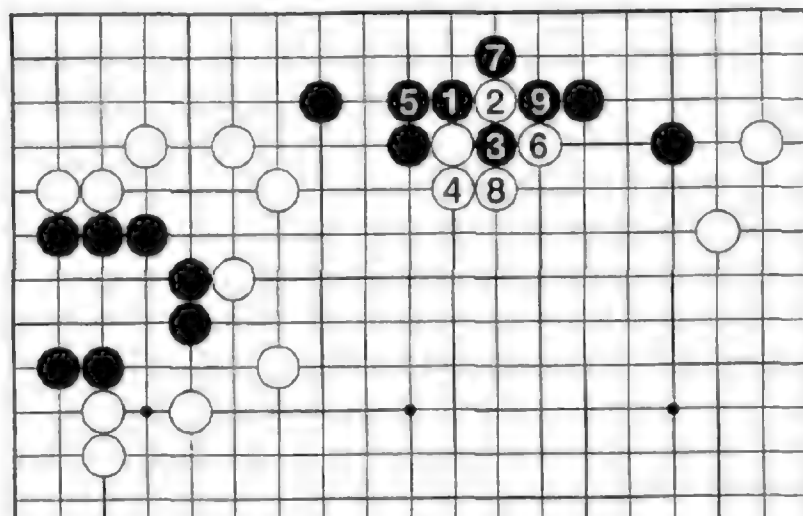
In this opening, Black developed quickly by invading the lower left corner with 19 to 23, leaving his stones on the upper left side in need of reinforcement. He ends in gote, so White attacks with 24, expanding his moyo in the center. Reinforcing with Black 25 is necessary for securing the life of these stones. But what should Black do after White 26?



Dia. 1

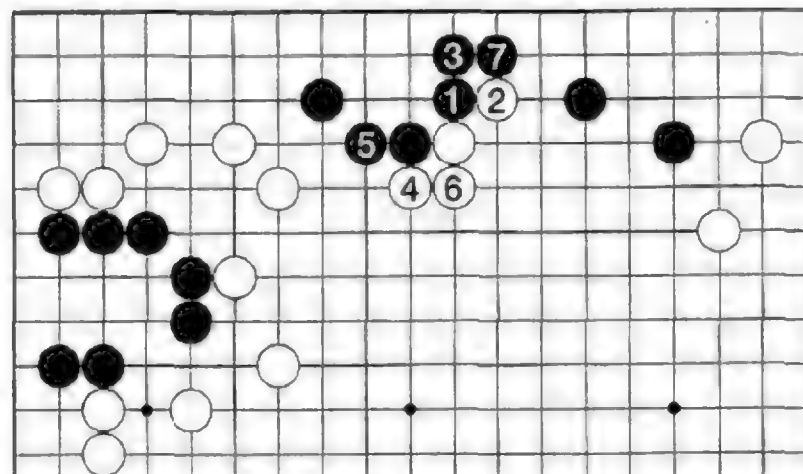
Black 1 in *Dia. 1* is an example of a big opening point. If all of Black's stones were secure, this would be the best point on the board to play. It extends from Black's corner enclosure in the lower left and aims at White's emerging moyo on the left side. However, to play here now is a bit too soon.

White would answer with the forcing moves of 2, 4, and 6. White 4 and 6 reinforce White's stones in the upper left corner, so when White attacks with 8, Black 9 does not affect the safety of White's stones to the left. Next, White plays 10 and Black's stones at the top have been separated.



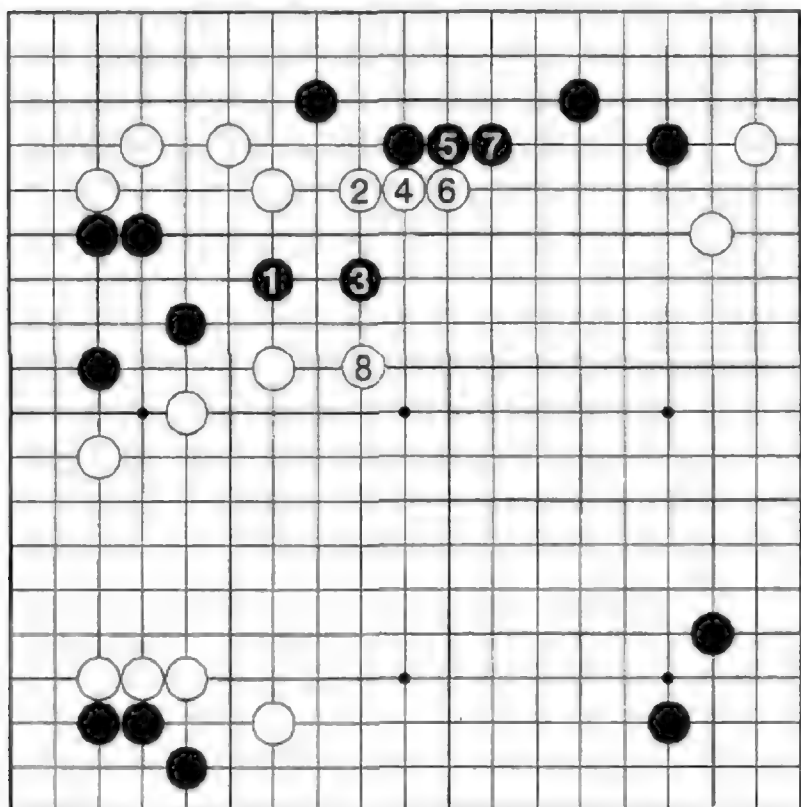
Dia. 2

Against White 8 in *Dia. 1*, Black could link up his stones with the hane of 1 in *Dia. 2*. With the sequence to 9, Black has been forced to take territory along the second line. But White's stones in the center are more valuable than the territory Black has taken at the top.



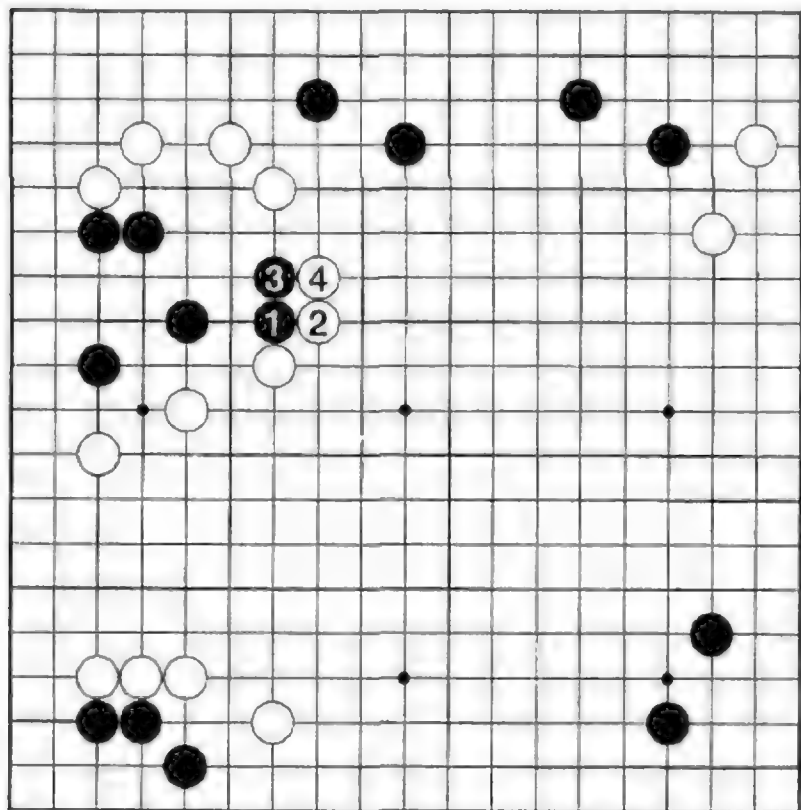
Dia. 3

If Black descends to 3 in *Dia. 3*, instead of cutting with 3 in *Dia. 2*, White gets a similar result with the sequence to 6. Next, White will switch to the bottom and build a moyo on a vast scale.



Dia. 4

In order to prevent White from confining him to the left side with 4 in *Dia. 1*, Black moves out into the center with 1 in *Dia. 4*. After exchanging 2 for 3, White forces with 4 and 6, then jumps to 8. Black's stones on the left are still insecure and 8 expands the scale of White's moyo. This not a satisfactory result for Black.

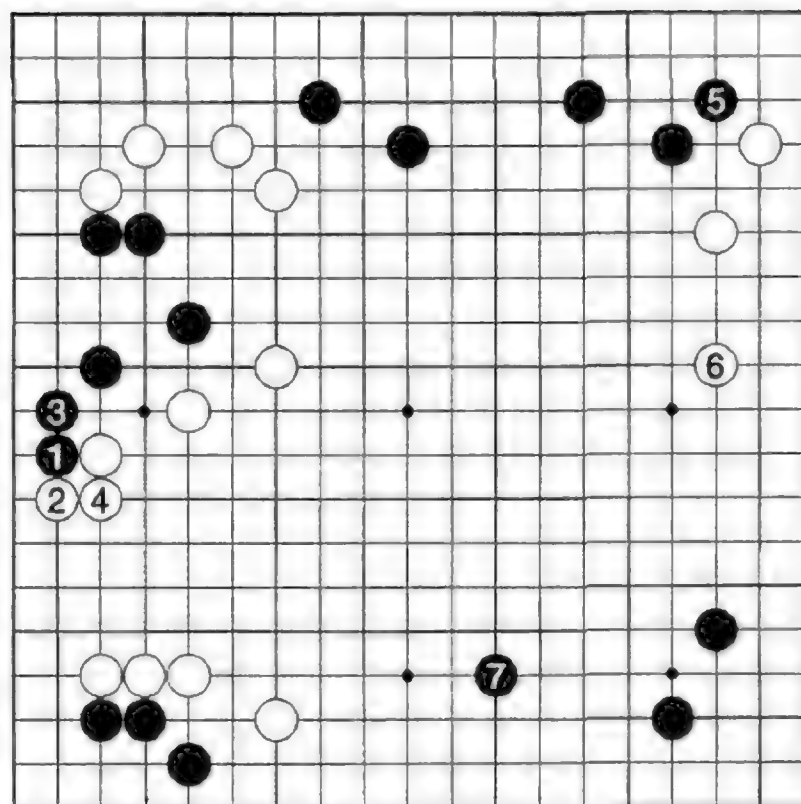


Dia. 5

There are times when moves such as Black 1 and 3 in *Dia. 5* are appropriate for settling weak stones, but in this position White becomes thick in the center. He can now aim attacking the black stones at the top. This thickness also has an influence on the right side and the bottom, so this way of settling Black's weak stones is not good.

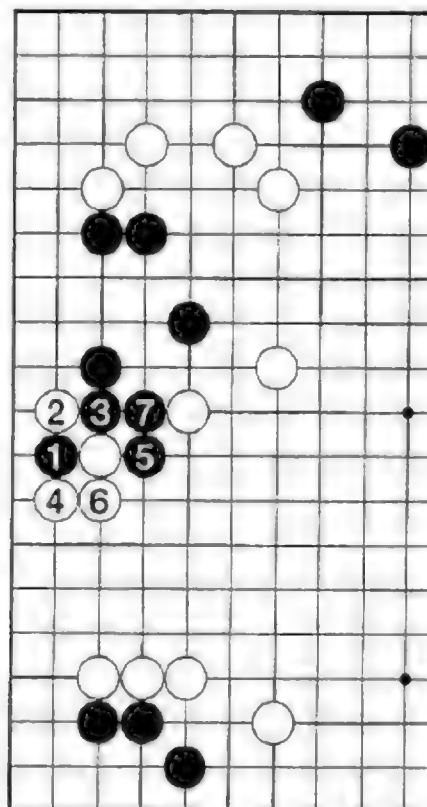
The correct way for Black to settle his stones is by attaching with 1 in *Dia. 6*. After Black 3, White

must defend with 4. Next, Black switches to the upper right with 5. White 6 is another urgent point. If White omits this move, Black will attack the two white stones there. Finally, Black can play the big opening point of 7.

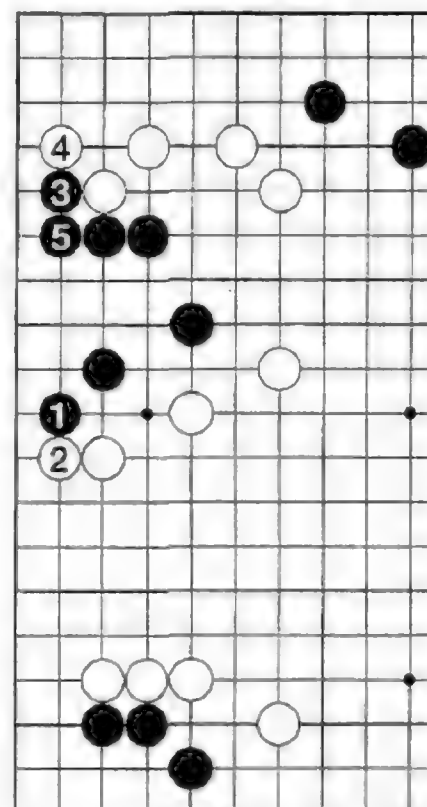


Dia. 6: the correct answer

In response to Black 1, White can capture this stone with 2 in *Dia. 7* followed by the sequence to 6. However, Black's stones won't die after 7 and White's stones are no longer strategically unified. The territorial balance has shifted in Black's favor.



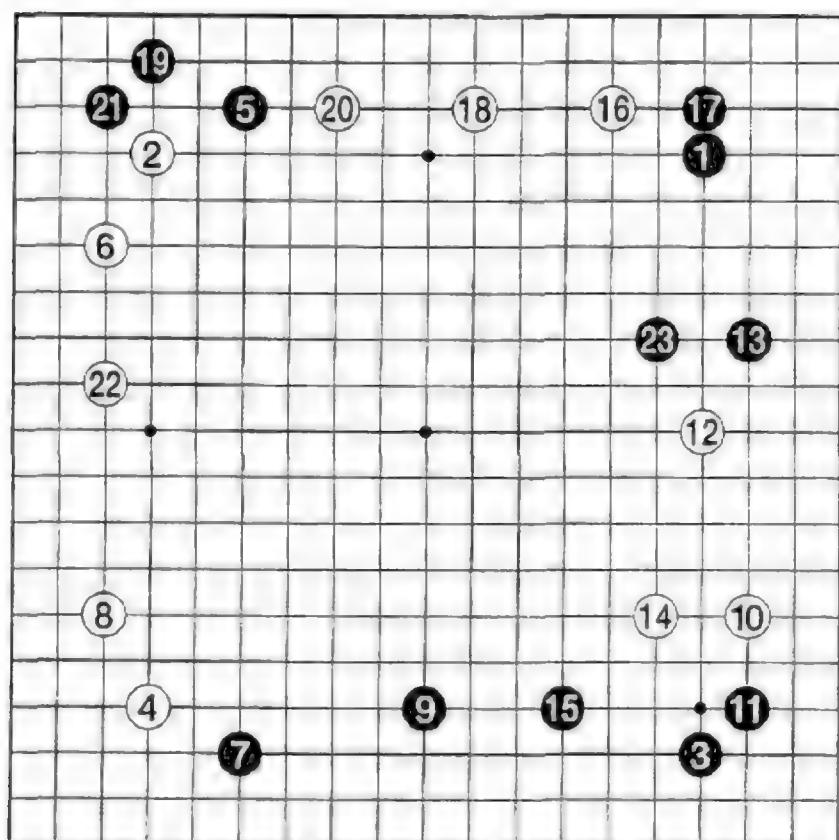
Dia. 7



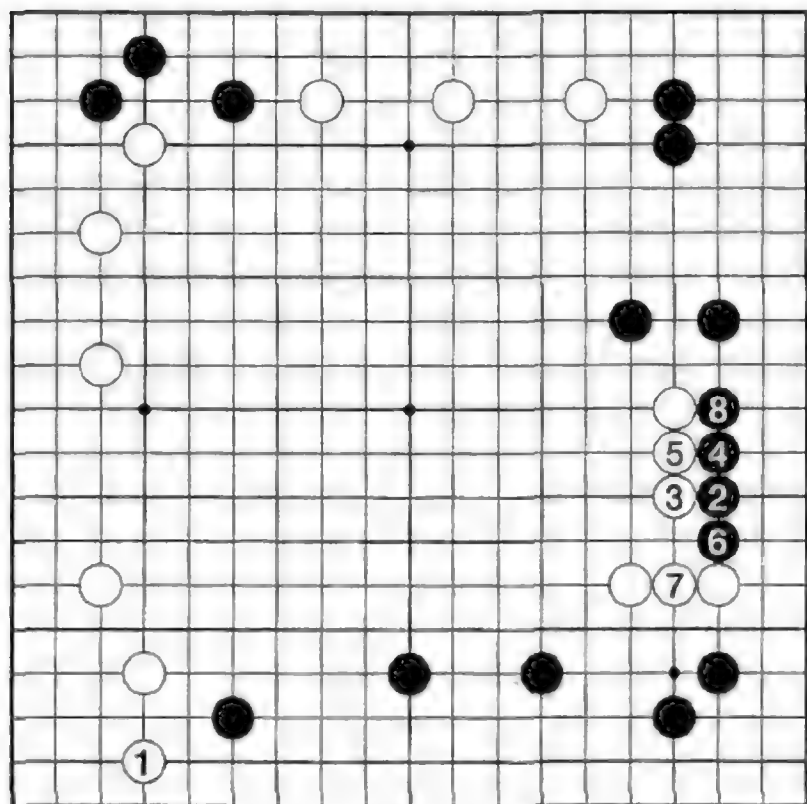
Dia. 8

Black might consider settling his stones with 1 to 5 in *Dia. 8*. However, this is a mild way of playing; Black seems to want to avoid offending White. The big drawback of this sequence is that Black ends in gote, so White has the initiative. Black 1 and 3 in *Dia. 6* is a shrewd way of settling Black's weak stones.

Example 2 (1-23)

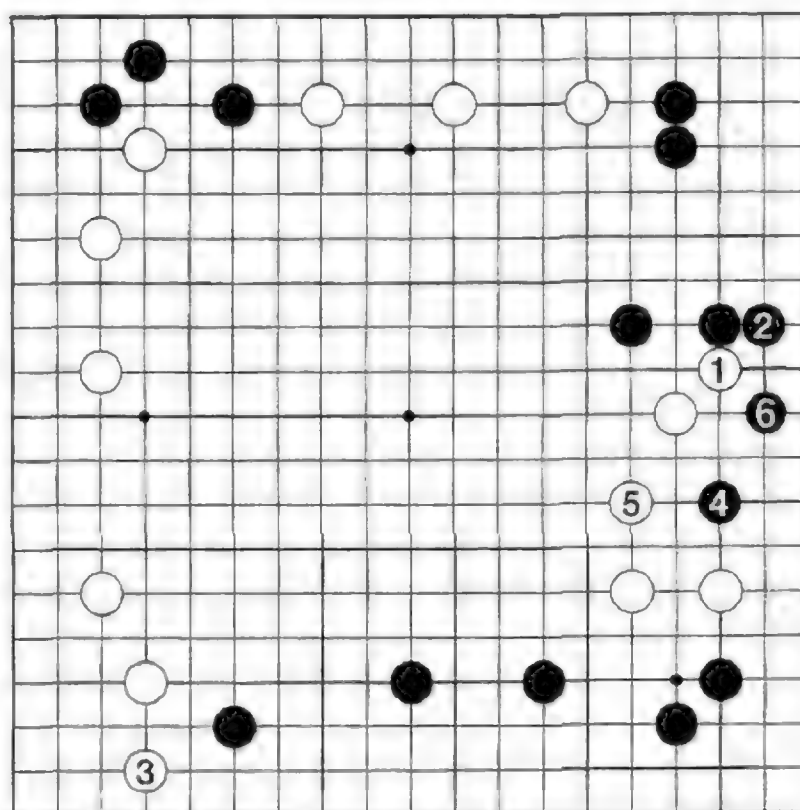


After Black jumps to 23, the three white stones on the right are in need of reinforcement. Black also has a strong position at the bottom, so, if White's stones are robbed of their base, White will be in trouble.



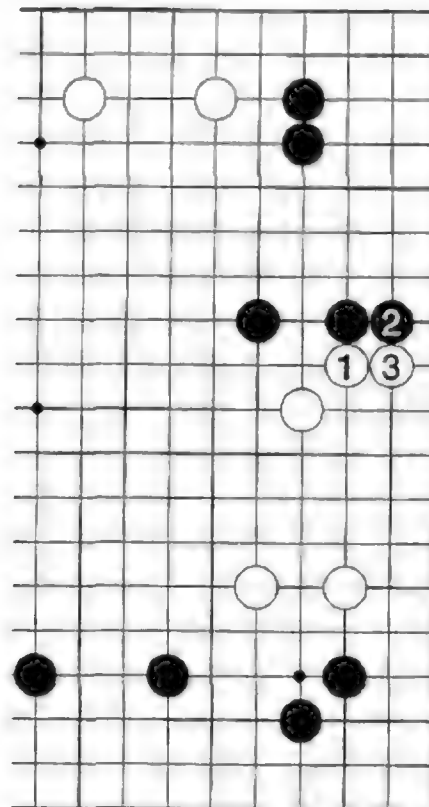
Dia. 1

Black has already secured three corners, so it is natural that White would want to secure at least one for himself by taking the last big opening point at 1 in *Dia. 1*. However, Black will respond by gouging out the base of White's stones with 2, followed by the sequence to 8. Not only has Black taken profit, but the white stones don't have eyes. Moreover, Black can get more profit by attacking them. It is clear that White urgently needs to defend his three stones, but where is the best point?

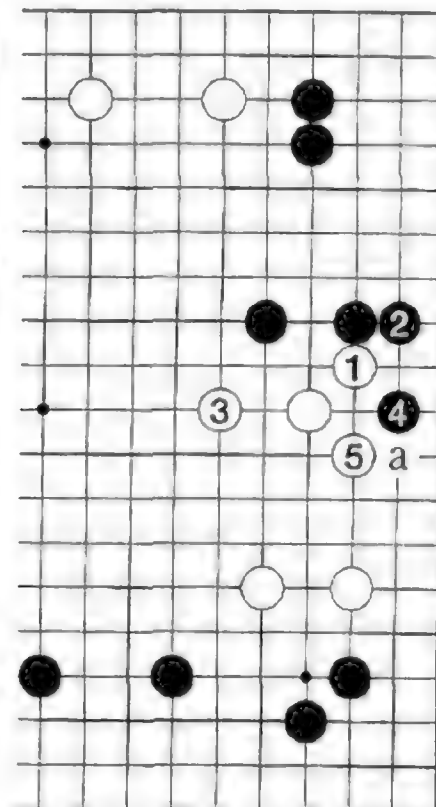


Dia. 2

The diagonal attachment of White 1 is a move that would occur to many amateurs. If Black descends to 2, White might then take the big point of 3, hoping that the 1-2 exchange has given the white stones enough reinforcement to make eye shape. But Black will attack with 4 and 6, and White's stones are floating in the center.



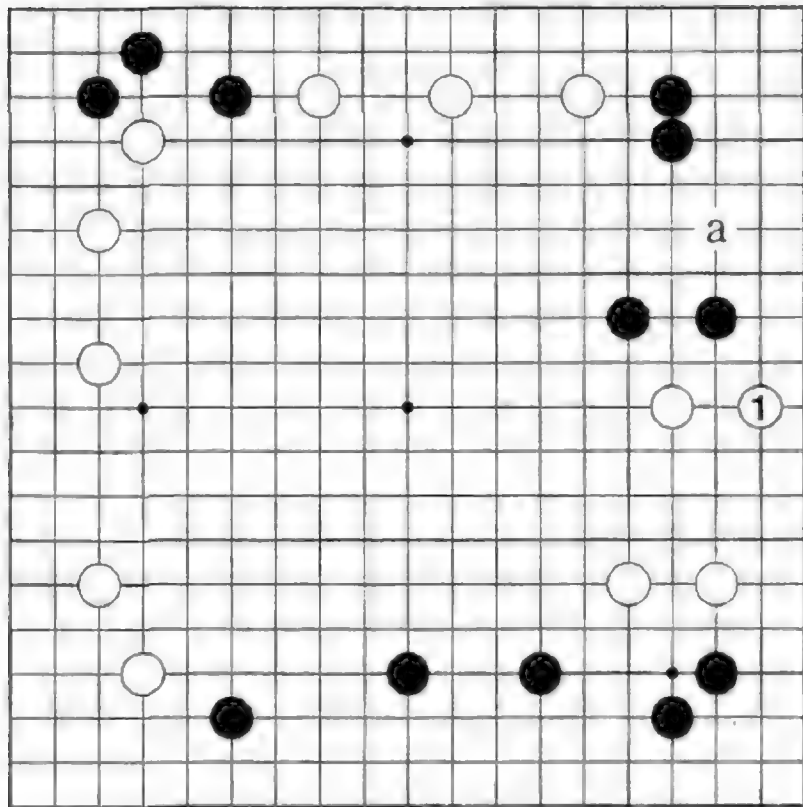
Dia. 3



Dia. 4

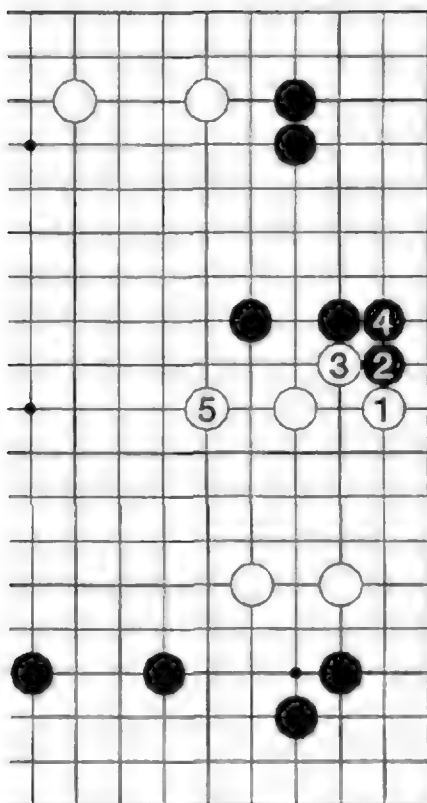
White could defend his territory with 3 in *Dia. 3*, but he ends in gote. Moreover, Black's corner in the upper right is now secure.

If White jumps to 3 in *Dia. 4* after 2, Black jumps into White's territory with 4 and White has to answer with 5. Later, Black can aim at 'a' and White will be at a loss to find a good response.

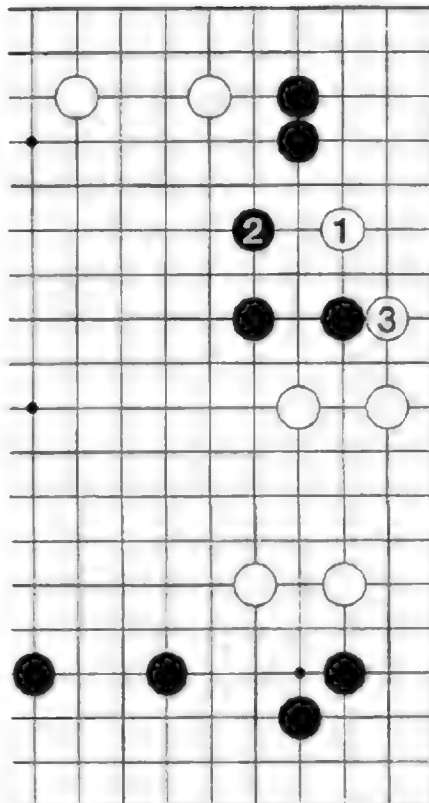


Dia. 5: the correct answer

White 1 in *Dia. 5* is the correct answer. Not only does this move defend White's territory, it also aims at an invasion at 'a'. Next —



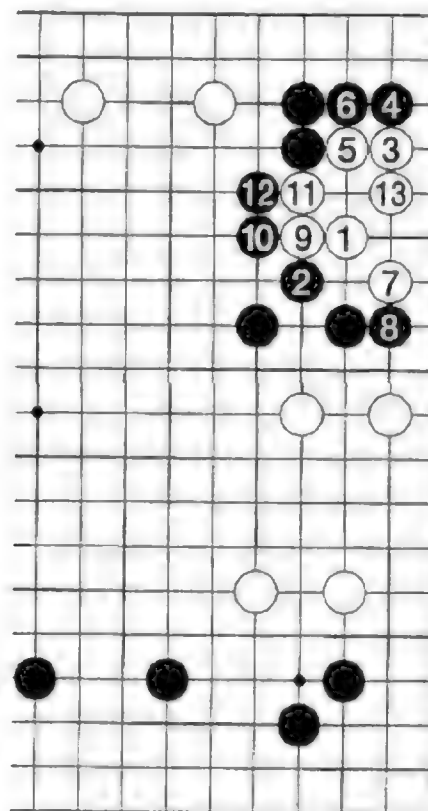
Dia. 6



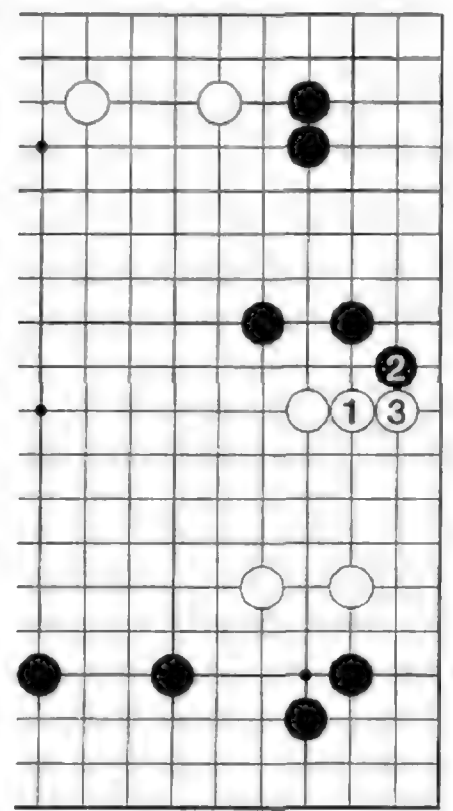
Dia. 7

White must defend against this invasion with 2 and 4 in *Dia. 6*. If we compare this diagram to *Dia. 4*, it is clear that this result is much better for White because his territory is intact and Black has no viable invasion.

If Black omits playing 2 and 4 in *Dia. 6*, White can invade with 1 in *Dia. 7*. If Black tries to confine that stone with 2, White can link up by attaching at 3.



Dia. 8



Dia. 9

Black 2 in *Dia. 8* prevents White from linking up and also keeps him restricted to the upper right. However, White can live with the sequence to 13.

Finally, White could also consider descending to 1, but after the exchange of Black 2 for 3, White ends in gote and Black's territory above is secure.

From *Gekkan Go Warudo*, July and August 2002.

The 26th Kisei Title Match

Continued from page 39

Black wins by 2½ points.

O: 'This was the second time that I faced Ryu in a title match. The first time was six years ago in the best-of-five Oza title where Ryu was the challenger. I lost that match by a lopsided score of 0–3. Therefore, I felt a sense of fulfillment by having avenged that loss in this series. In the pre-

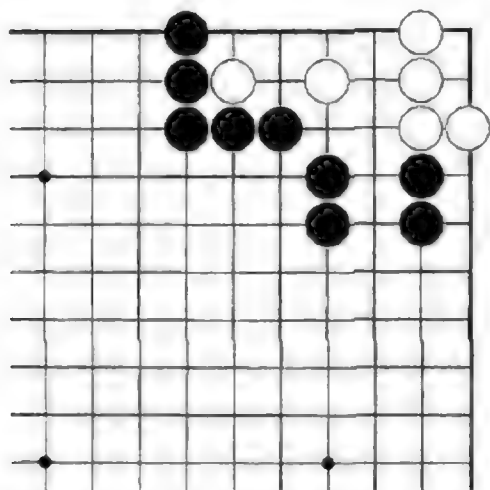
vious match I really don't understand why I lost so decisively. In this series, each game was long and difficult and I couldn't make a clear evaluation of the positions. There were many difficult reading problems in the middle games that never seemed to come to an end.'

Games One, Two, Four and Six from *Gekkan Go Warudo*, March, April, May 2002. Game Three adapted from *The Yomiuri Newspaper* commentary.

Nine Life and Death Problems

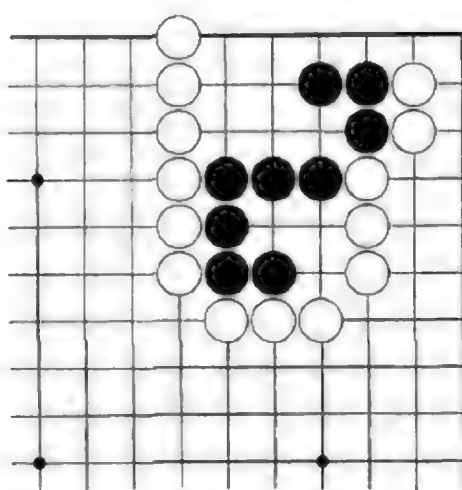
Here are nine life-and-death problems. The first two are relatively easy, but they get progressively more difficult. Black to play in all problems. Answers begin on the next page.

Problem 1



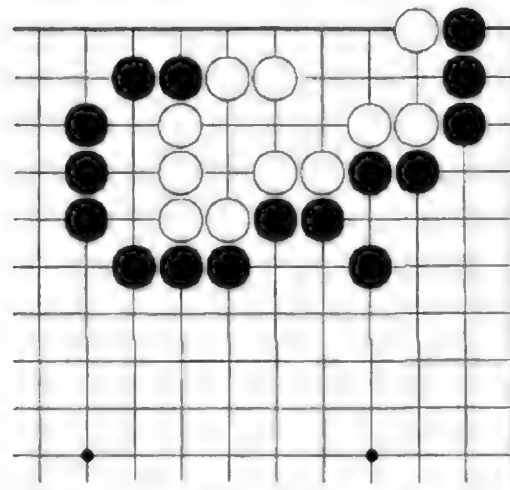
How can Black kill the white stones?

Problem 2



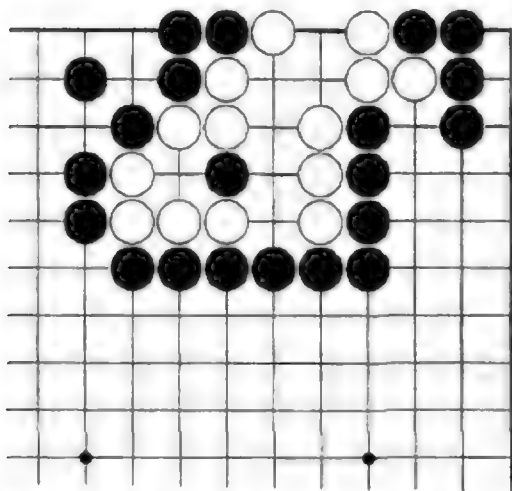
How can Black live with his stones?

Problem 3



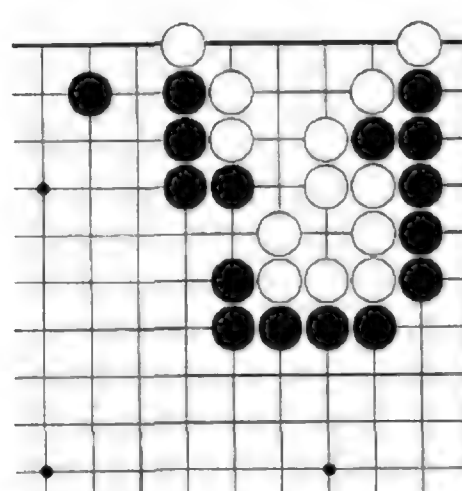
How can Black kill the white stones?

Problem 4



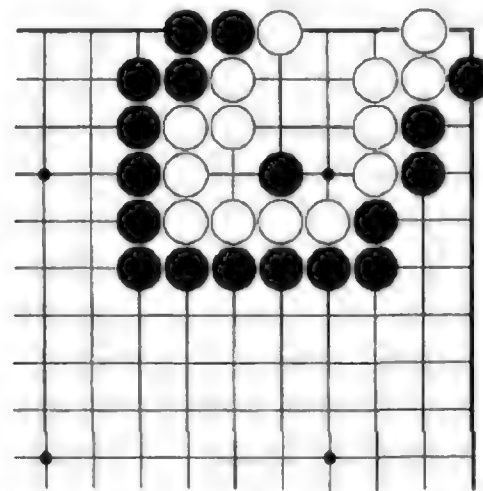
How can Black kill the white stones?

Problem 5



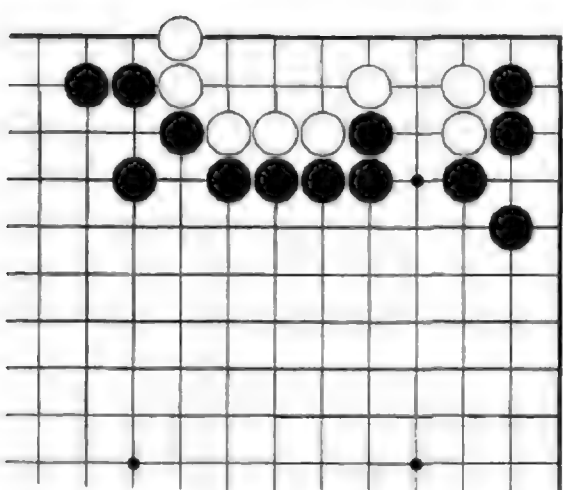
How can Black kill the white stones?

Problem 6



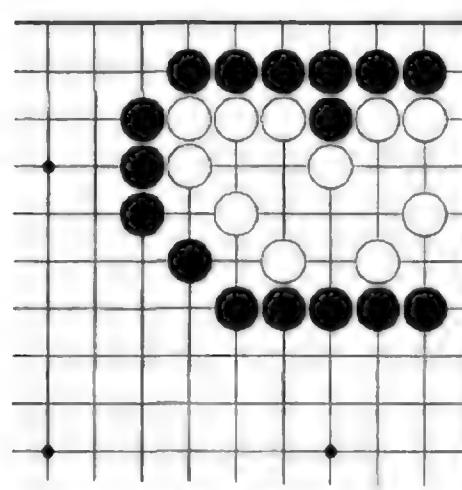
How can Black kill the white stones?

Problem 7



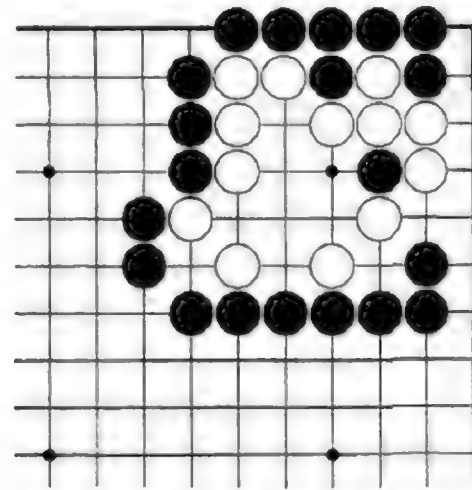
How can Black kill the white stones?

Problem 8



How can Black kill the white stones?

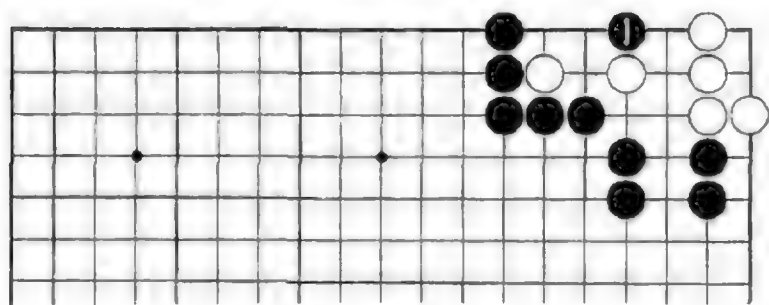
Problem 9



How can Black kill the white stones?

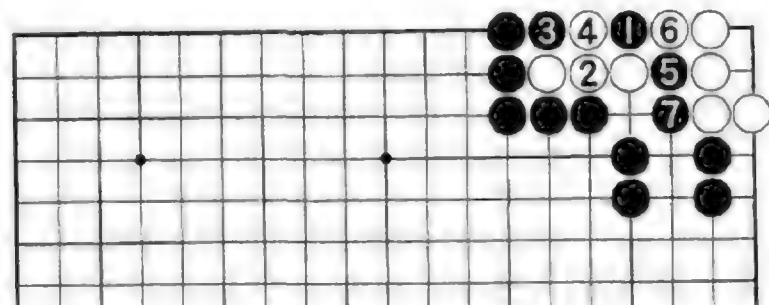
Nine Life and Death Problems: Answers

Problem 1



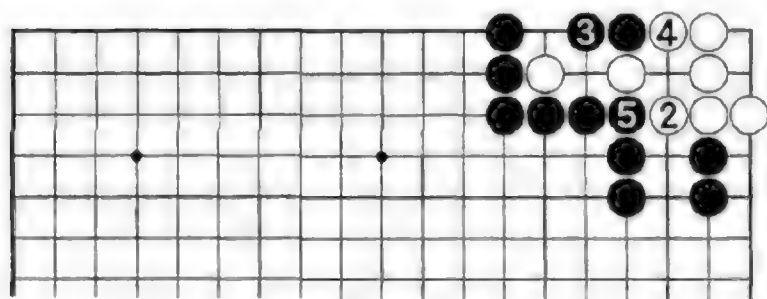
Correct Answer

The attachment of Black 1 kills the white stones. Next —



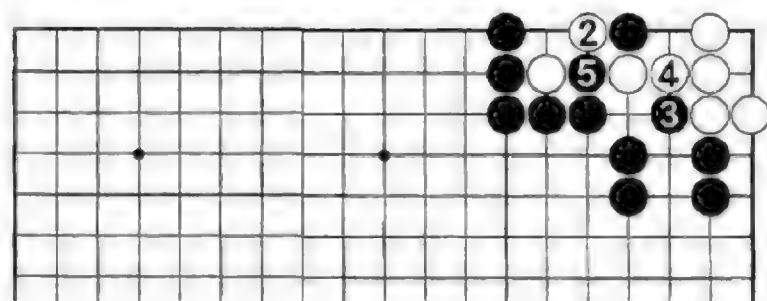
Continuation

If White connects with 2, Black pushes in with 3. White must block with 4, but this leaves him short of liberties. Black ataries with 5, but, after 7, White is left with only an eye in the corner.



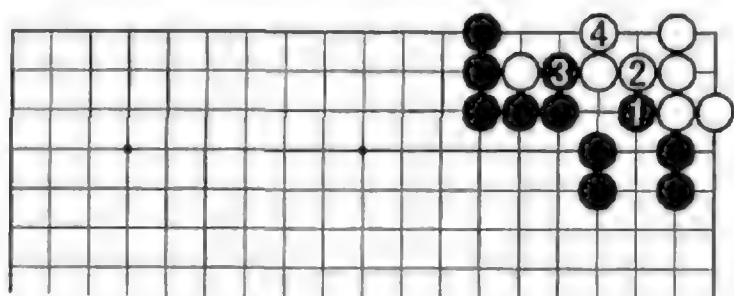
Variation 1

If White 2, Black draws back with 3. In answer to White 4, Black plays 5, leaving White with a false eye.



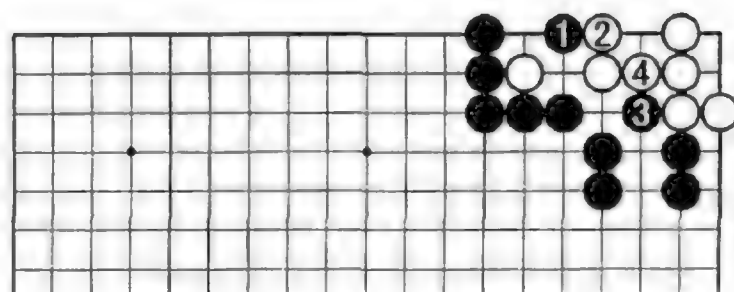
Variation 2

If White ataris with 2, Black exchanges 3 for White 4, then plays 5, against leaving White with a false eye.



Failure 1

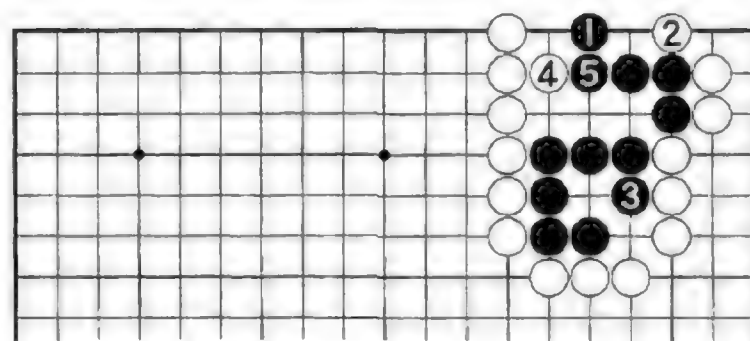
Black 1 and 3 fail. White gets his second eye with 4.



Failure 2

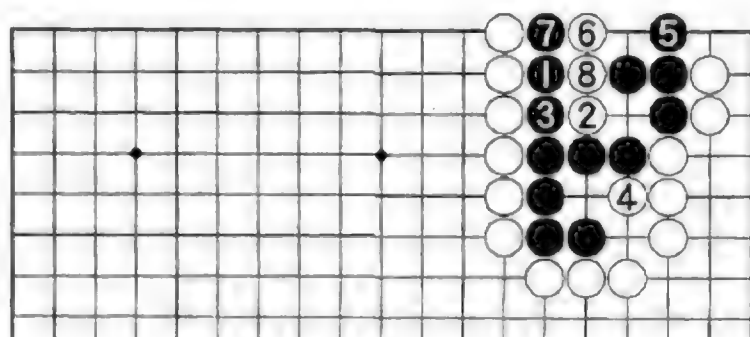
Black 1, followed by 3, also fails. White takes the vital point of 2, then gets his second eye with 4.

Problem 2



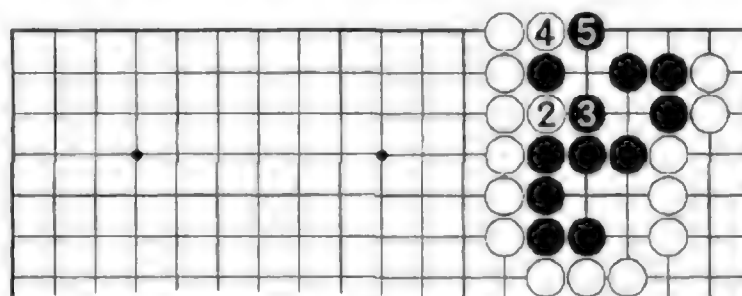
Correct Answer

The diagonal move of 1 leaves Black's stones with many ways to make eye shape. If White 2, Black makes an eye at 3. If White 2 at 3, Black makes an eye by playing at 2. White can't take away Black's eye in the middle of his group. The best he can do is to threaten it with 4, but, after 5, Black is alive.



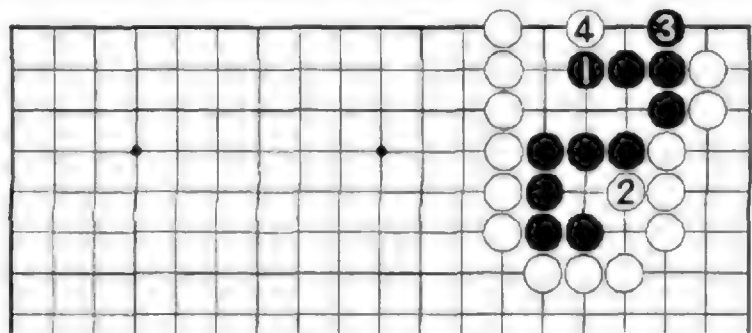
Failure 1

If Black attaches with 1, White plays 2, then takes away Black's eye with 4. After the sequence to White 8, Black is left with a dead eye space; that is, Black will eventually have to capture White's three stones, but White will come back and play at 8, leaving Black with only one eye.



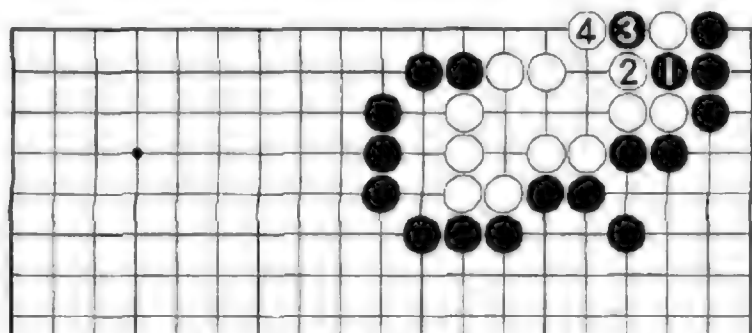
Ko

Instead of 2 in the previous diagram, White 2 here is not good. After Black 3, White can only atari with 4 and Black can live with a ko by playing at 5.



Failure 2

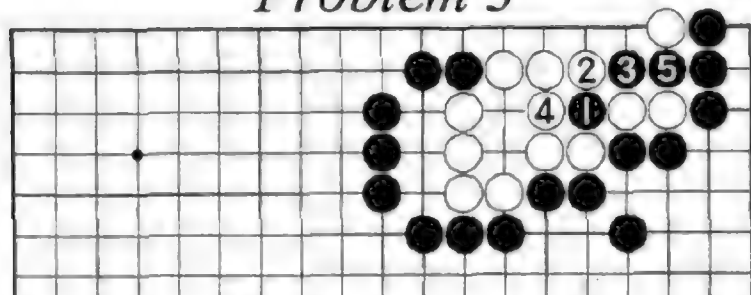
Black 1 also fails. White takes away the eye below with 2. The points 3 and 4 are now miai, so Black ends up with only one eye.



Failure 2

Pushing in with Black 1 also fails. White blocks with 2 and captures with 3, but, after 4, White has more than enough space to get two eyes.

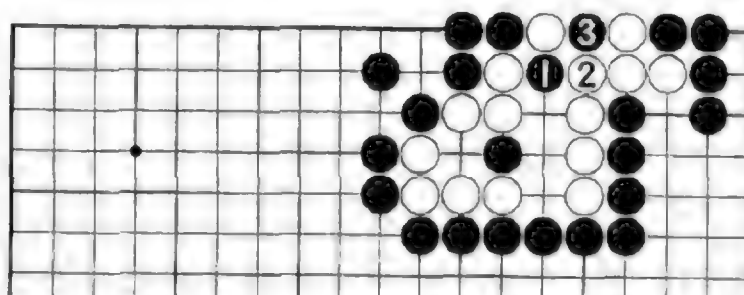
Problem 3



Correct Answer

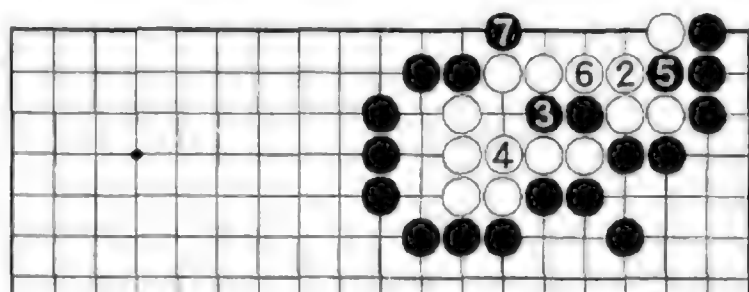
The cut of Black 1 kills the white stones. If White captures it with 2 and 4, Black squeezes with 3 and 5 (White can't play 4 at 5 because he is short of liberties), and White is left with only one eye.

Problem 4



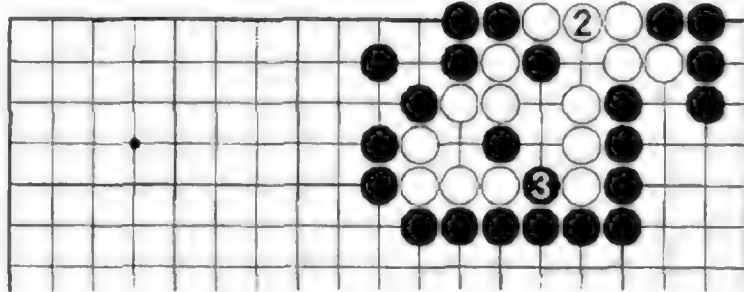
Correct Answer

Cutting with Black 1 is the move that kills the white stones. If White 2, Black captures with 3 and White can get only one eye.



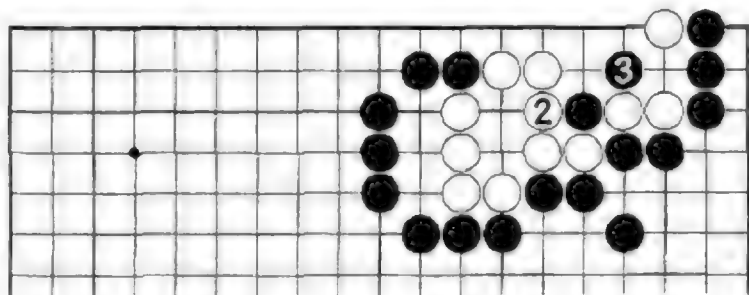
Variation 1

In answer to Black 1 in the correct answer, White might turn at 2. In this case, Black will atari with 3, then exchange 5 for 6. After Black 7, White can't make a second eye.



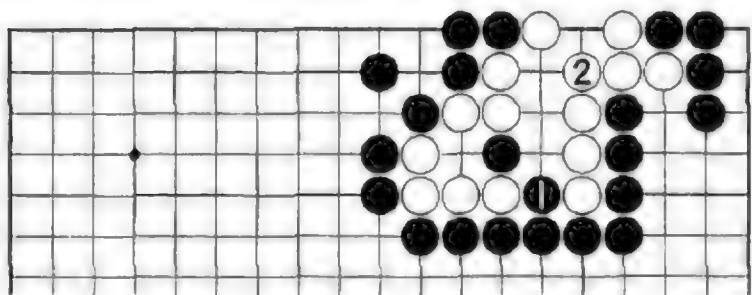
Variation

If White connects at 2, Black will atari with 3. White can't connect because he is short of liberties.



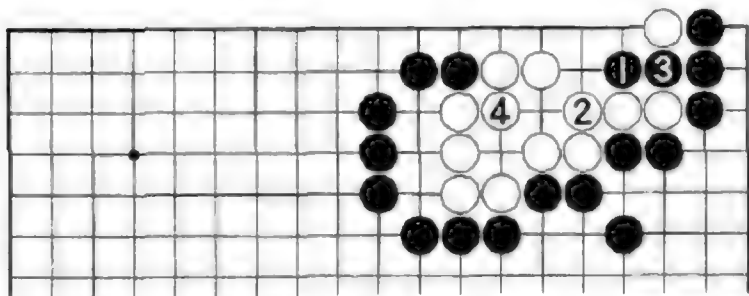
Variation 2

White 2 is answered by Black 3, and this reverts to the correct-answer diagram above.



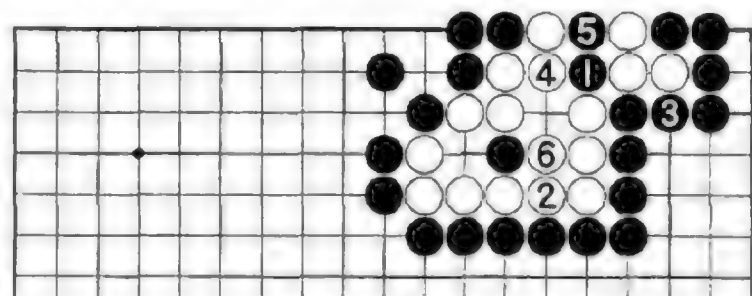
Failure 1

Black 1 is too direct. White easily gets two eyes by connecting at 2.



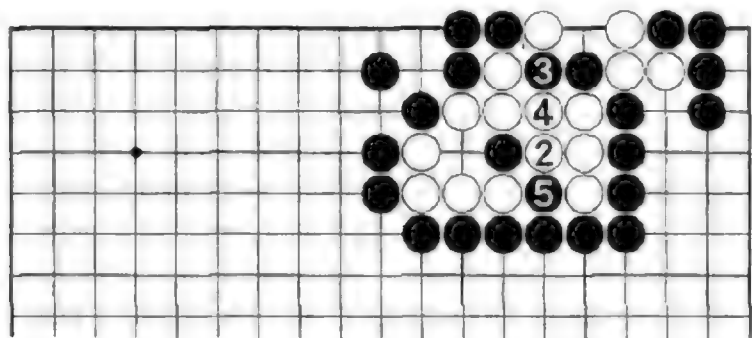
Failure 1

The attachment of Black 1 is answered by White 2. All Black can do now is to connect at 3, but White makes two eyes with 4.



Failure 2

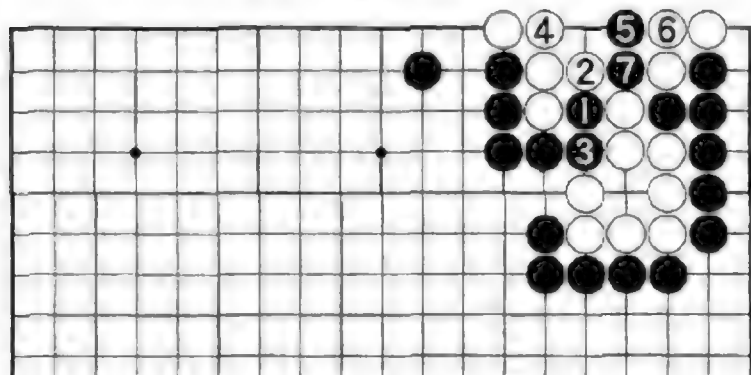
In answer to Black 1, White connects at 2, allowing Black to capture three stones with 3 and 5. However, White gets two eyes for the main body of his stones with 6.



Caution

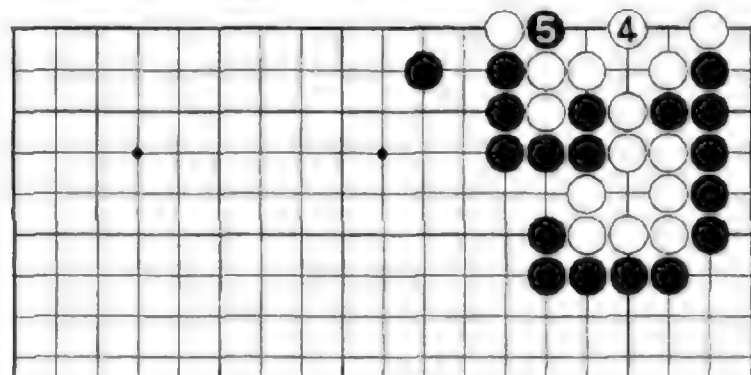
In answer to Black 1 in the previous diagram, White 2 fails. After Black 3 and 5, White can't capture because his stones are short of liberties.

Problem 5



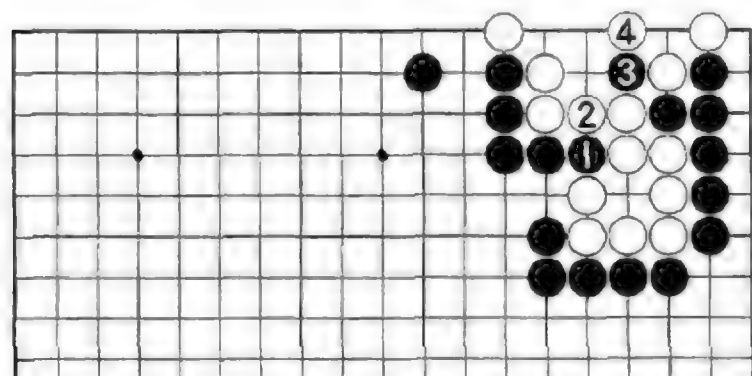
Correct Answer

Black 1 is might be a hard move to see, but there is no other way to kill the white stones. After White defends with 2, it seem as if he has more than enough room to make two eyes. Black connects with 3 and White connects with 4, but the placement of Black 5 makes the points 6 and 7 miai. If White 6, Black 7 makes this point a false eye. (If White captures the two black stones, Black throws in a stone at 7.) If White 6 at 7, Black plays 6.



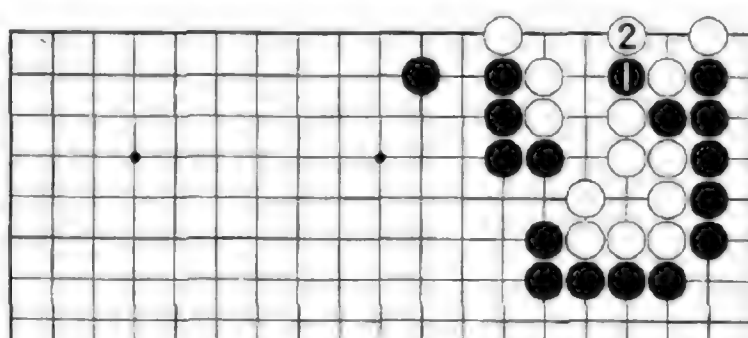
Variation

White can't save his stones with 4. Black will throw in with 5, leaving White with only false eyes at the top.



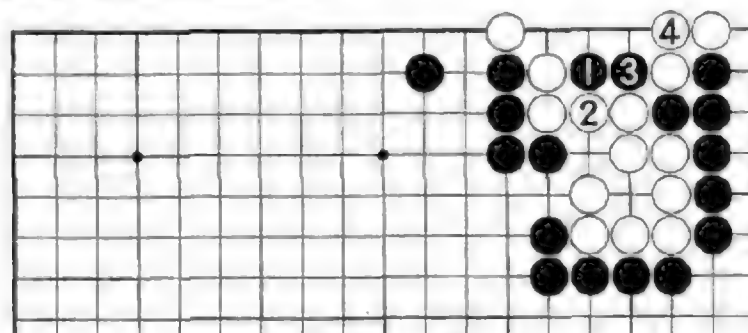
Failure 1

If Black simply plays 1, White will connect at 2. Next, Black cuts with 3, but White can live by setting up a ko with 4.



Failure 2

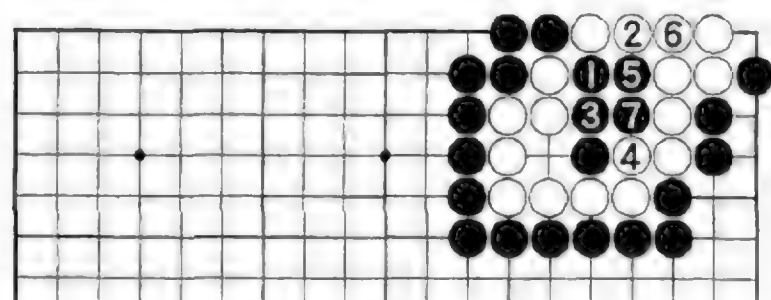
Immediately cutting with Black 1 also results in a ko after White 2.



Failure 3

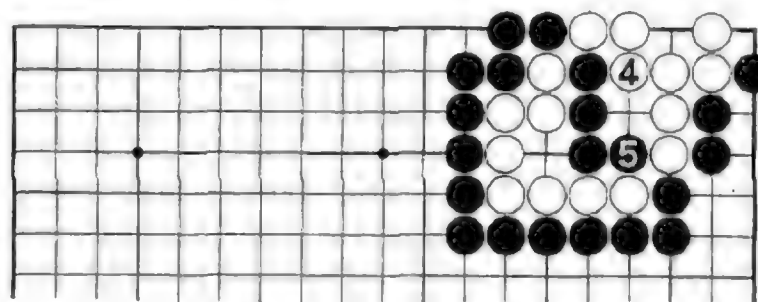
If Black clamps at 1, White must defend with 2 and Black ataris with 3. But, after White connects with 4, Black's two stones are short of liberties, so he can't atari the white stones in the corner.

Problem 6



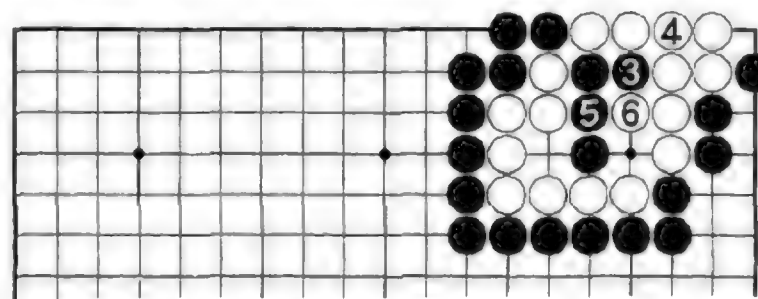
Correct Answer

Black ataris with 1, then plays the sente moves of 3 and 5. White has no choice but to connect with 4 and 6. Finally, Black makes a dead five-point eye space with 7. White can't get two eyes.



Variation 1

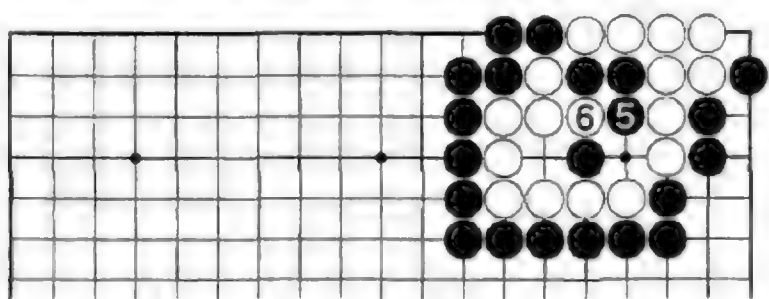
If White connects with 4 after Black 3 in the correct answer, Black will cut with 5, putting eight white stones into atari.



Failure 1. The wrong order of moves

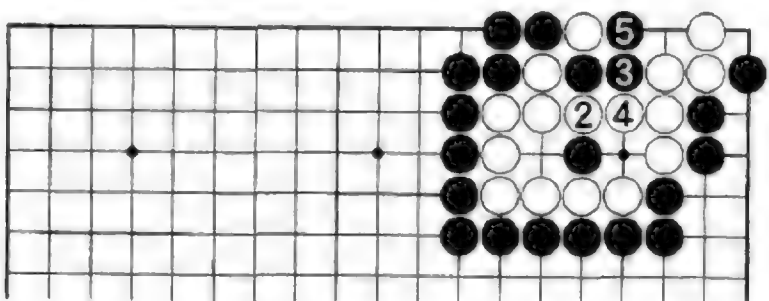
Instead of Black 3 in the correct answer, if Black first ataris with 3 before playing 5, White

will play 6 and, after White captures the four black stones, he will be able to make two eyes.



Failure 2. The wrong order of moves

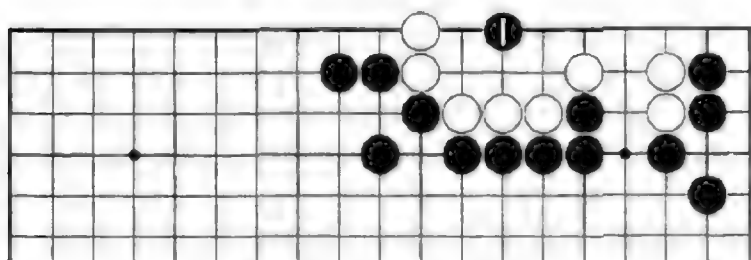
Black 5 in this diagram also fails. White ataris with 6 and gets eye shape. These last two diagrams show that the points 5 and 6 are miai.



Variation 2

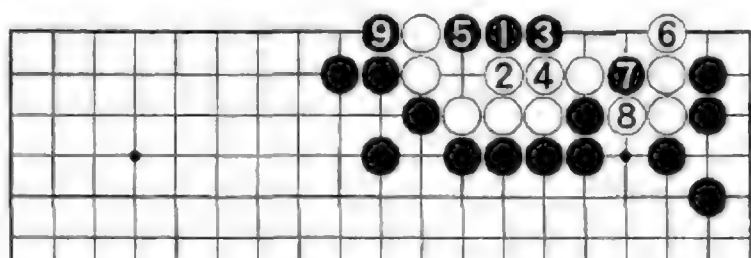
If White ataris with 2, Black must play 3. After 4, Black captures with 5 and White is dead. If Black 3 at 5, White can live with a ko by playing at 3.

Problem 7



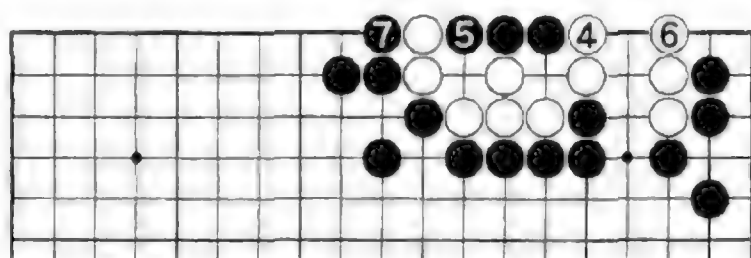
Correct Answer

Black 1, in the middle of three stones, is the vital point. Next —



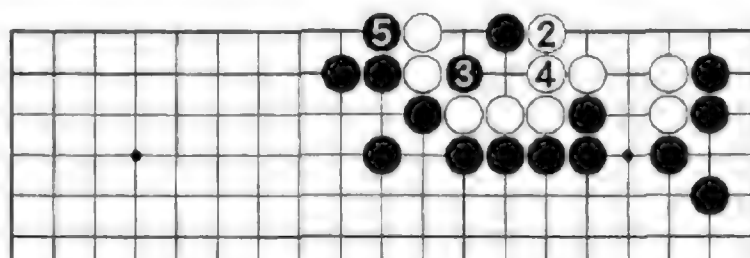
Continuation

White defends the two cutting points with 2, but Black peeps with 3 and 5. If White tries to make another eye on the right with 6, Black plays 7, and White finds his stones short of liberties after Black 9.



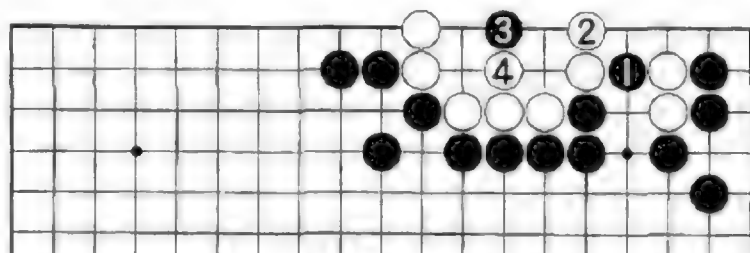
Variation 1

If White makes an eye on the right with 4 and 6, White is again short of liberties after Black 5 and 7.



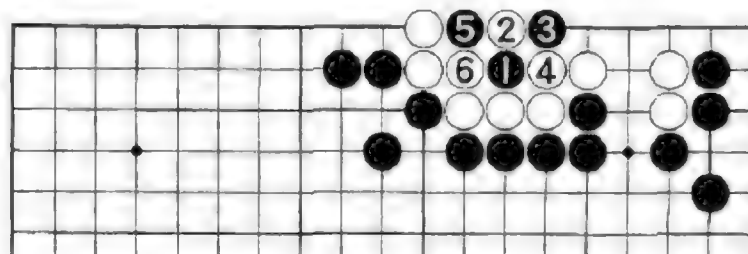
Variation 2

White might defend the cut on the right with 2, but Black 3 threatens a throw-in at 4. After White connects at 4, Black 5 captures the two stones on the left. White can no longer make two eyes.



Failure 1

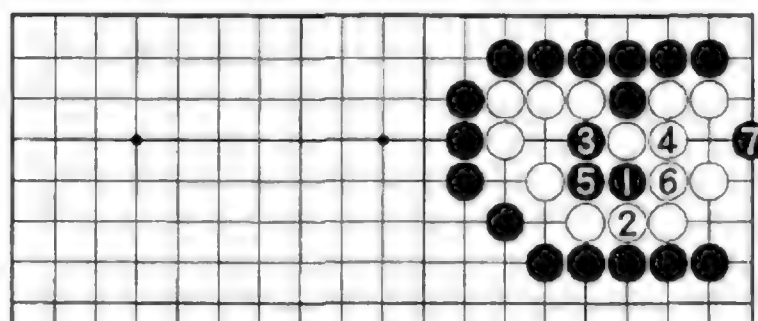
Wedging in with Black 1 induces White to play 2. Now Black 3 no longer works; White easily gets two eyes.



Failure 2

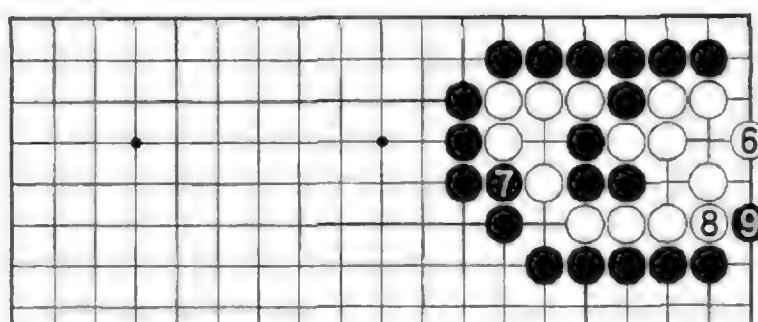
Black 1 is also in the middle of three stones, but this is not the vital point in this position. After 6, White can live unconditionally.

Problem 8



Correct Answer

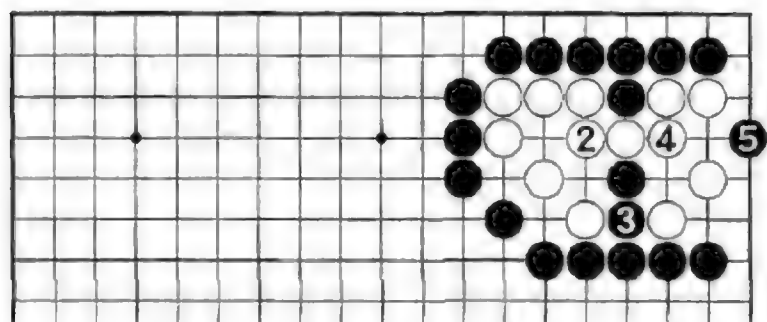
Black 1 is the vital point. If White connects at 2, Black ataris with 3, then connect with 5. White has to connect at 6, but Black destroys White's second eye with the placement at 7.



Variation 1

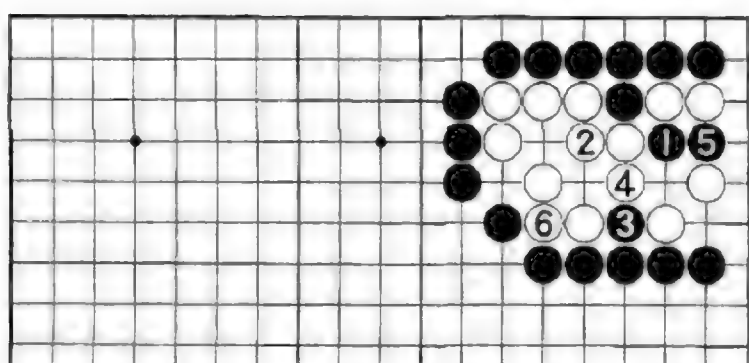
If White makes an eye on the right with 6, Black saves his three stones and captures four of

White's with 7. Trying to make a second eye by connecting with 8 is futile: Black hanes at 9.



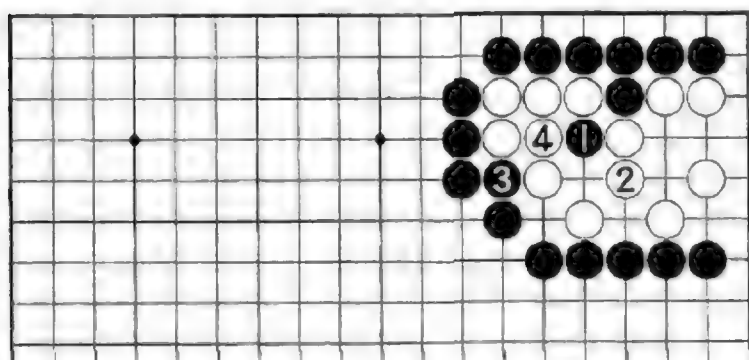
Variation 2

White can make an eye on the left with 2, but Black will connect with 3. After White 4, Black 5 destroys White's eye on the right.



Failure 1

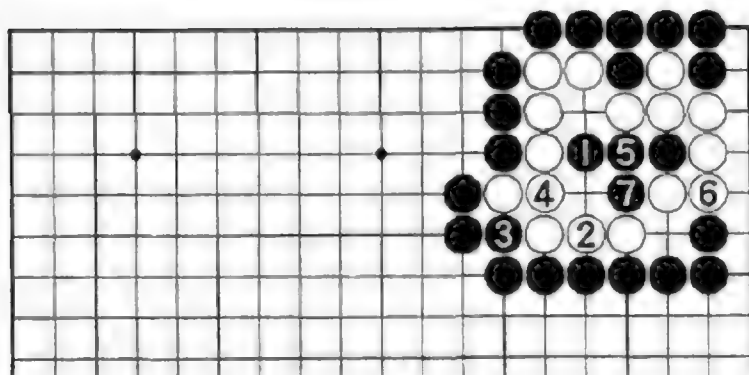
Black 1 may seem like the vital point in this position, but, after White 2 and 4, the points 5 and 6 become miai, so White gets two eyes. If Black 3 at 4, White plays 3 and Black has no follow-up.



Failure 2

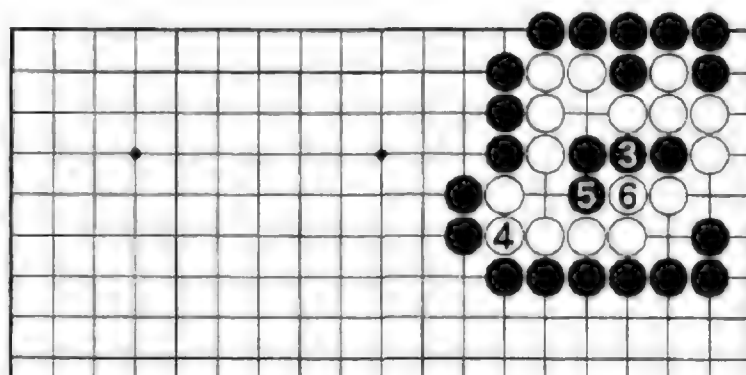
Black 1 is answered by White 2. After 4, White has two eyes.

Problem 9



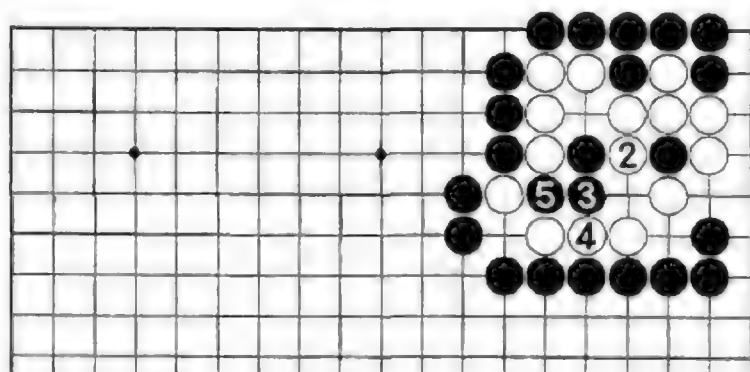
Correct Answer

Black 1 is the vital point, but Black must follow it up with 3. After the sequence to 7, White is left with a dead eye space.



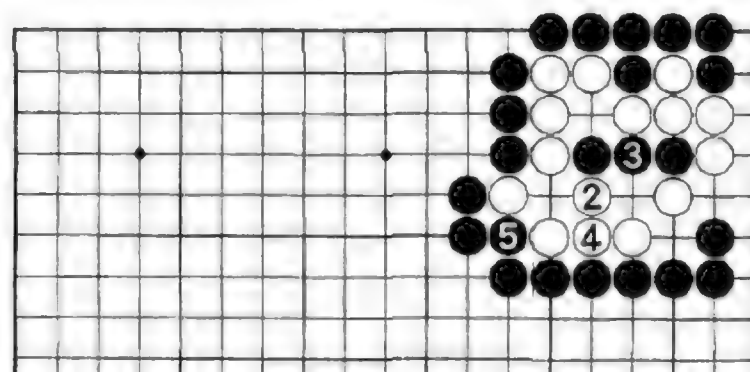
Failure 1. The wrong order of moves

If Black omits 3 in the previous diagram and connects with 3 instead, White will connect with 4, threatening to make an eye at 5. If White turns at 5, White plays 6 and he has a living eye space.



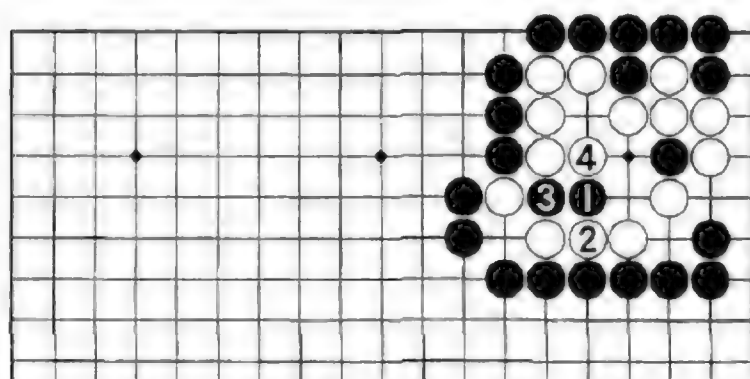
Variation 1

If White captures with 2, Black threatens to link up with 3, then makes a double atari with 5.



Variation 2

White 2 is answered by Black 3. If White 4 next, Black 5 and White is left with a dead eye space.



Failure 2

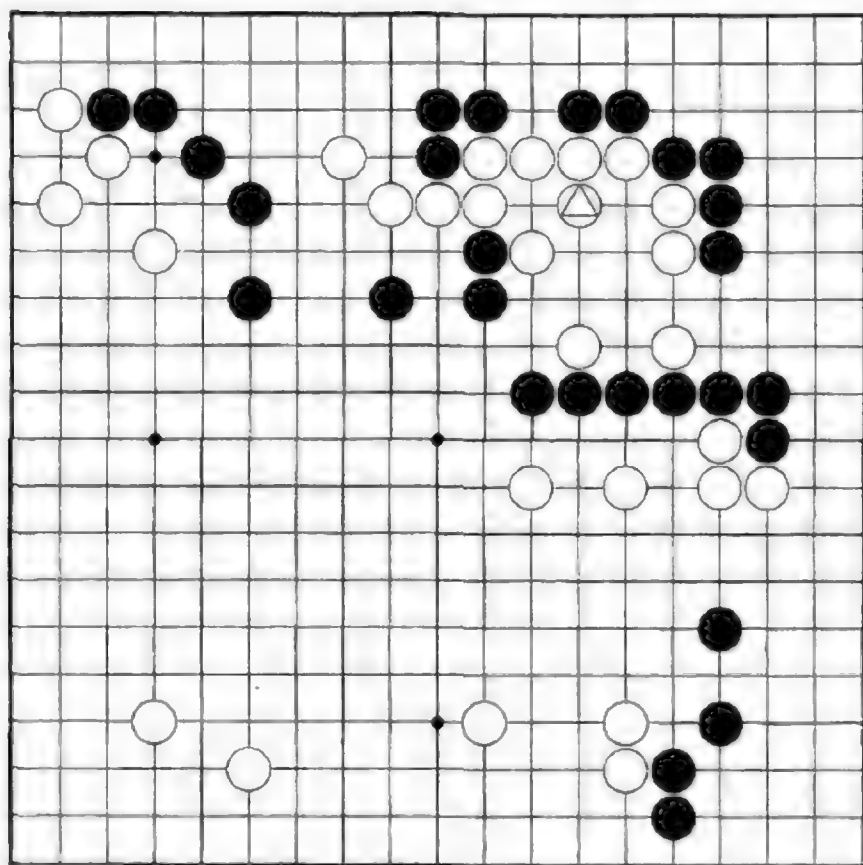
If Black 1, White connects with 2. Black ataris with 3, but White sacrifices a stone and makes eye shape with 4.

From the supplement to *Go Warudo*, July 2002.

Four Middle-Game Problems

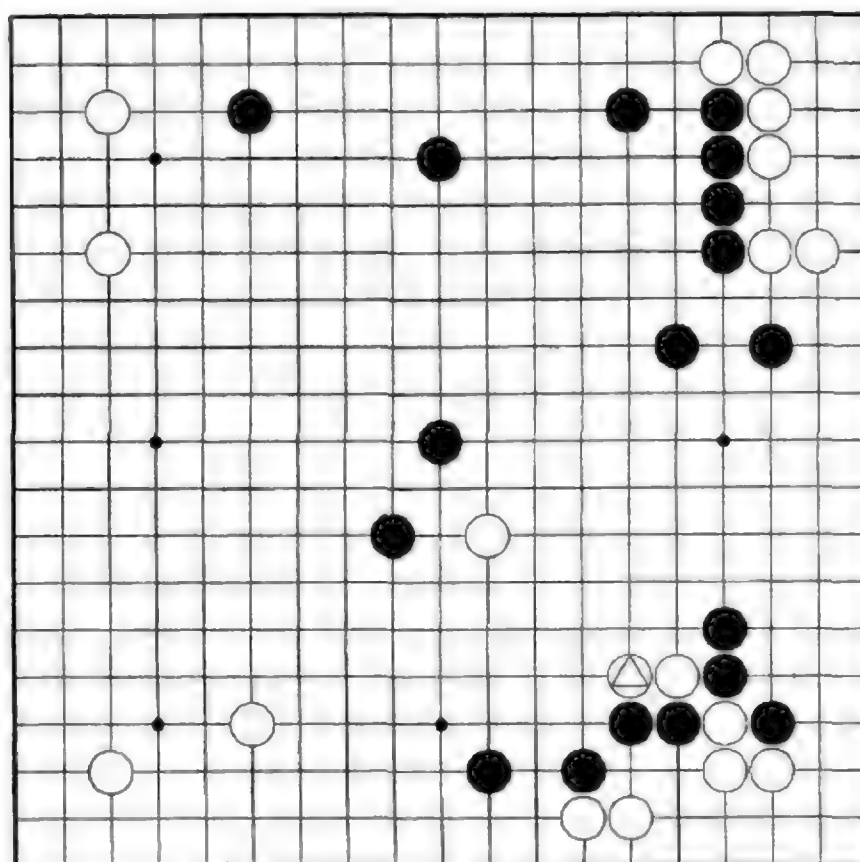
The secret to middle-game strength is to find a weak group and attack it. Even if you don't manage to kill it, you can usually take quite a bit of profit by harassing it. Here are some problems to practice your technique. Answers start on the next page.

Problem 1. Black to play



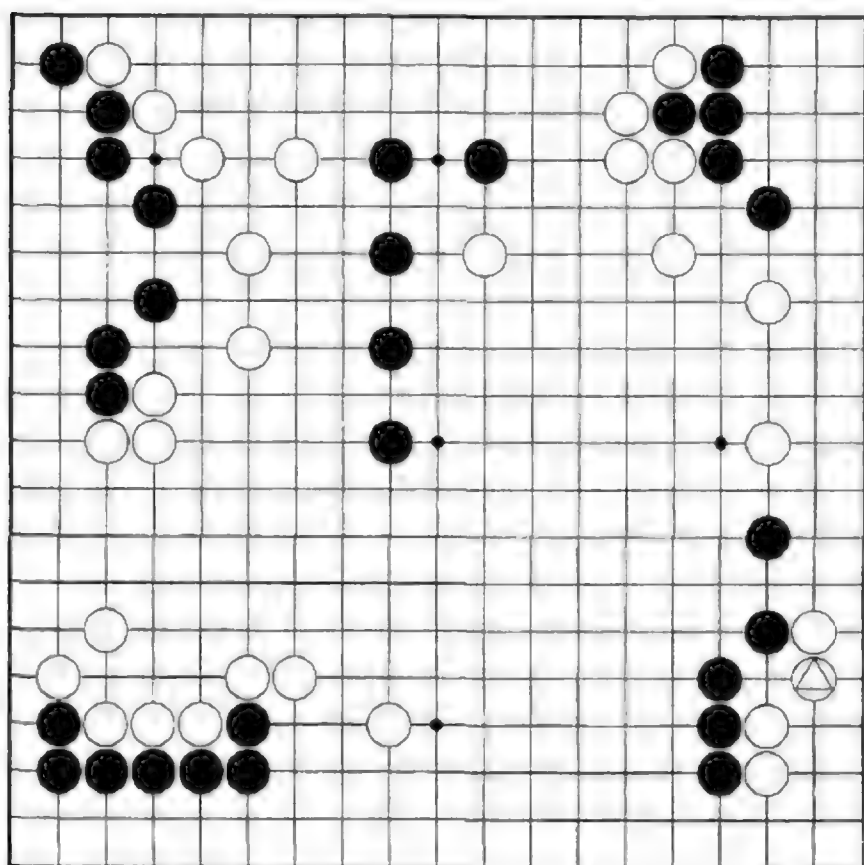
The black stones in the middle of the board are thick, while White's stones below are a bit thin. How should Black attack?

Problem 2. Black to play



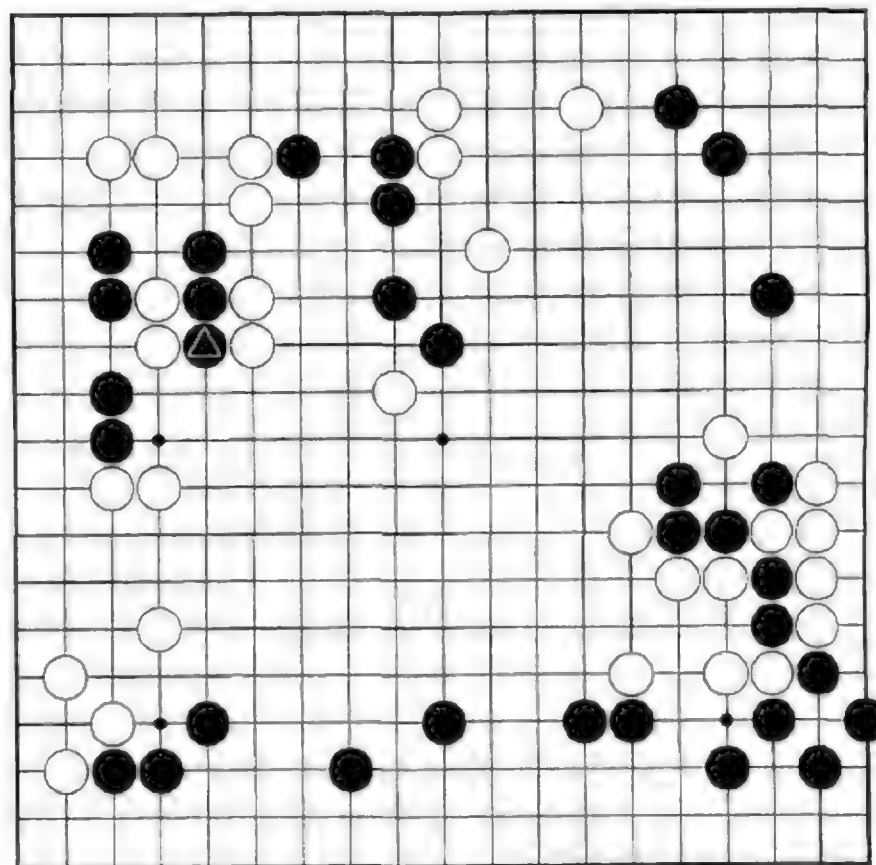
White has just played the marked stone. Black now has a chance to take the lead. Where should he play?

Problem 3. Black to play



White has just played the marked stone, completing his invasion of the corner. Black has no time to defend his stones there. He must go on the offensive.

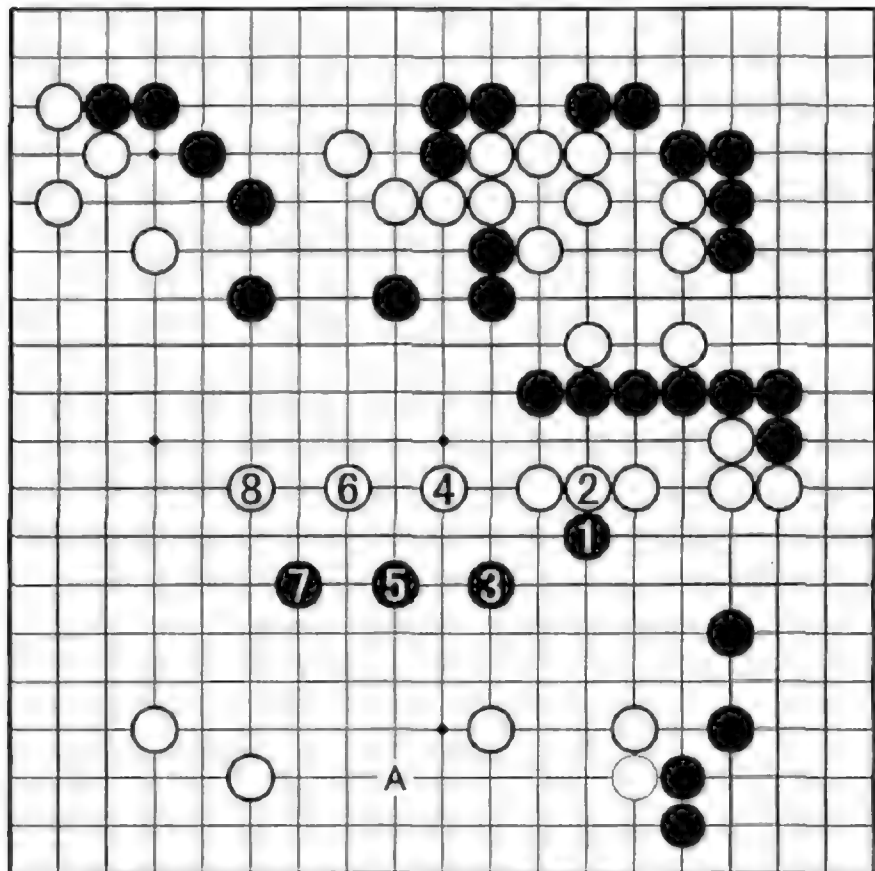
Problem 4. White to play



In order to secure his stones on the left, Black has just played the marked stone. How should White play so as to keep the initiative.

Four Middle-Game Problems: Answers

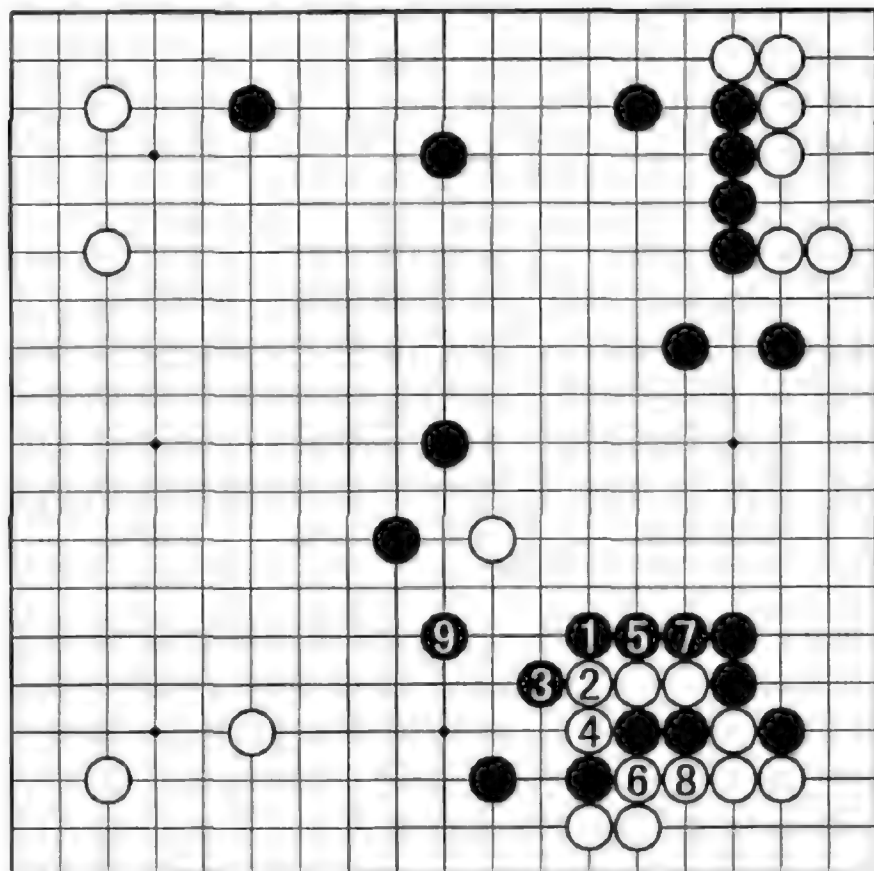
Problem 1



Correct Answer: The peep

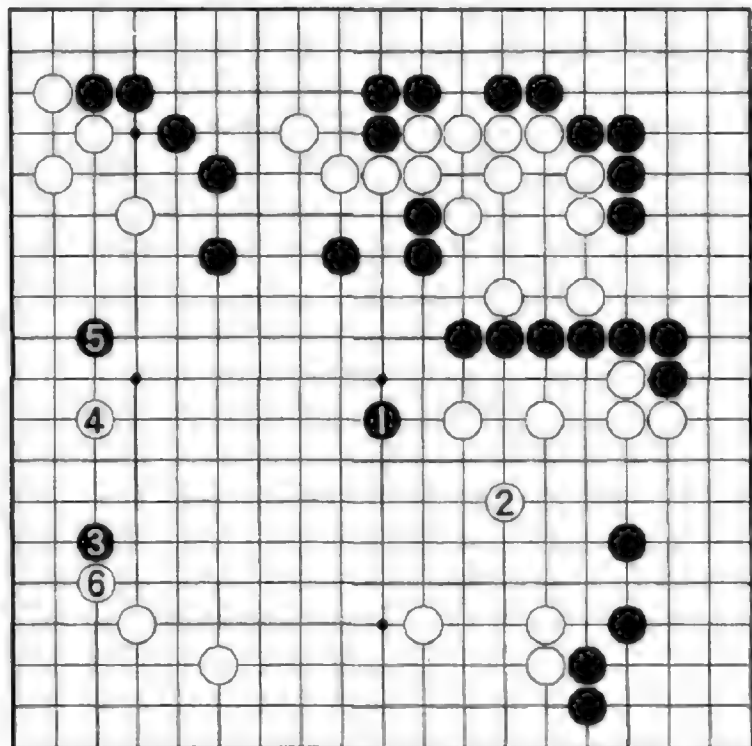
The peep of Black 1 forces White to connect at 2. Black then drives the white stones into the center with the sequence to 6. White gets his stones out into the open with 8, but, in the process, his stones at the bottom have become thin, so Black can aim to attack them at A.

Problem 2



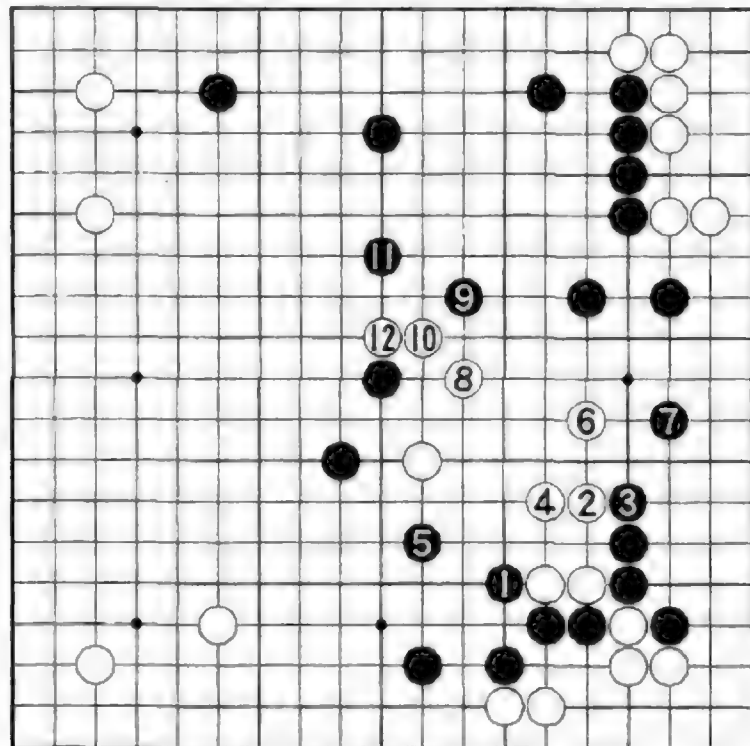
Correct Answer: The shoulder hit

The purpose of Black 1 is not to capture the white stones; rather, it is to force them to capture the black ones below while Black builds a wall on the outside. If White 2, Black squeezes with the sequence to 7, then closes off the moyo he has built with 9. Black has taken a huge territorial lead.



How the game continued

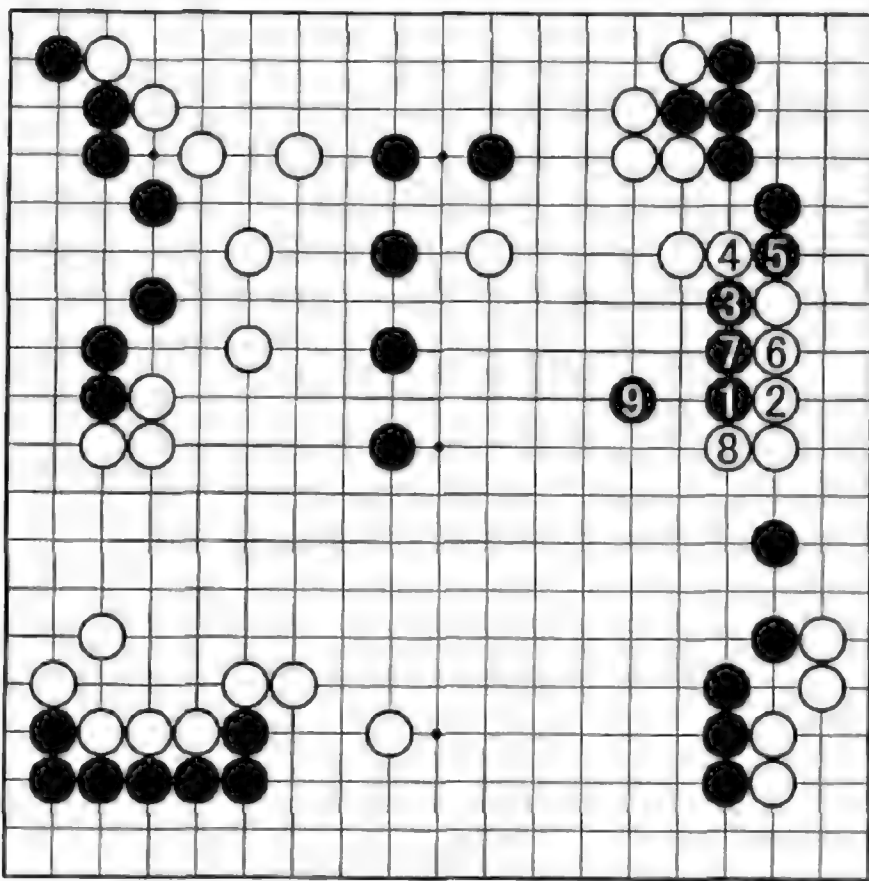
The cap of Black 1 is in the wrong direction. This move induces White to link up with his strong stones at the bottom, naturally turning his weak stones into strong ones. Black's attack has fizzled out, so he has to switch to the left and play an approach with 3, but White attacks with the pincer of 4. After 6, it is White who has the advantage.



How the game continued

Black hanes with 1, driving White's stones into his moyo. White fights back, and, after the sequence to 12, White's stones will either escape or he can get eyes for them. As a result, Black's moyo has been drastically reduced in size.

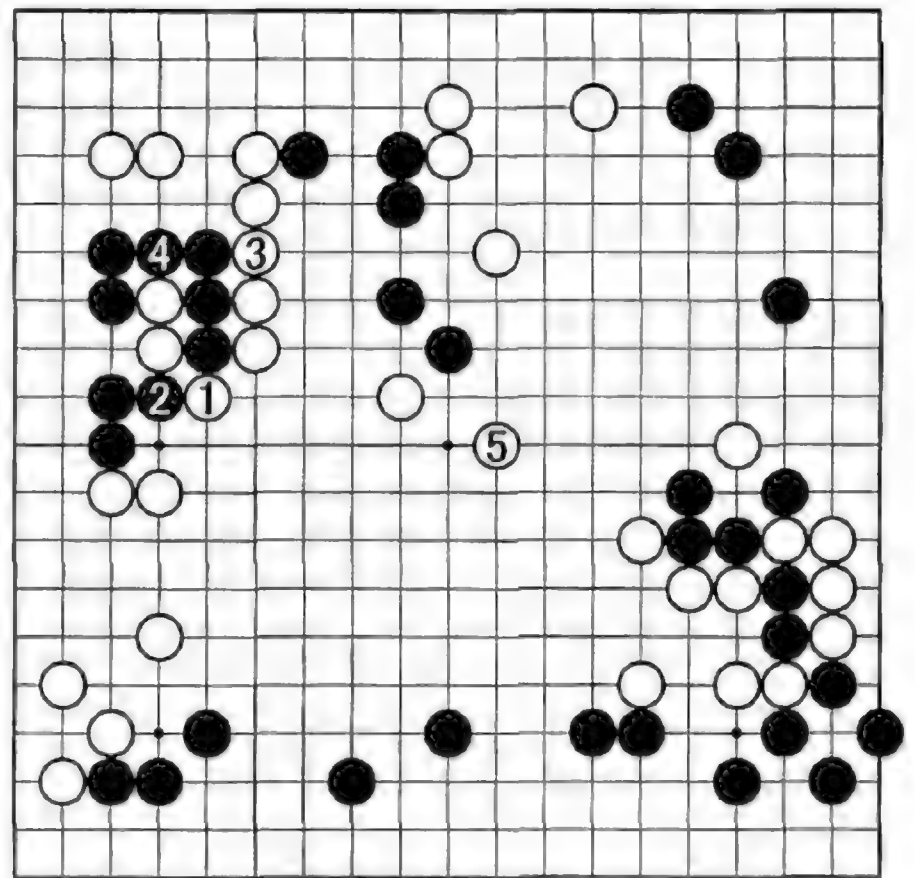
Problem 3



Correct Answer: The shoulder hit

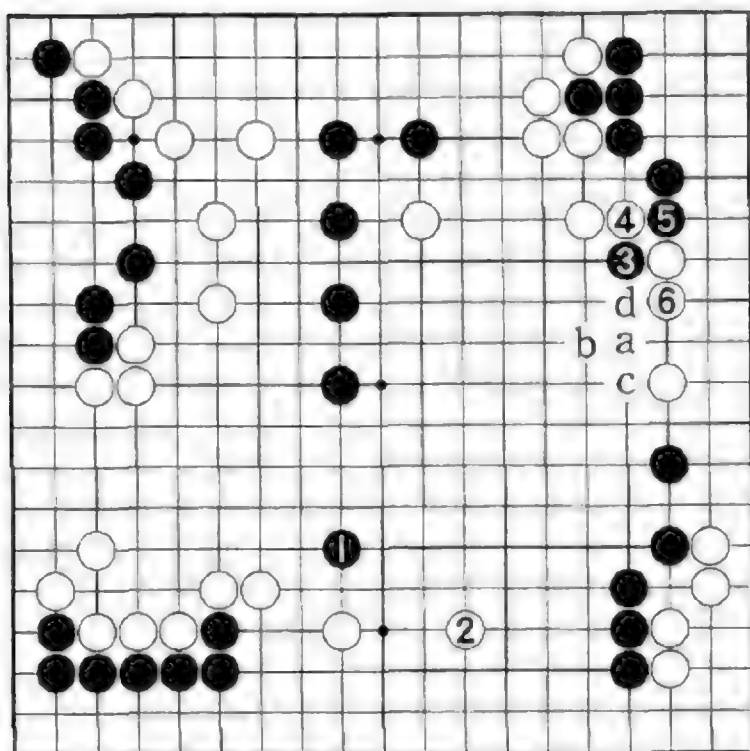
White's stones in the top right are thin, so these are the stones that he should attack. White defends with 2, but, with the sequence to Black 9, White's stones have been split into two weak groups. He will be hard-pressed to defend both of them, so Black has a decisive advantage.

Problem 4



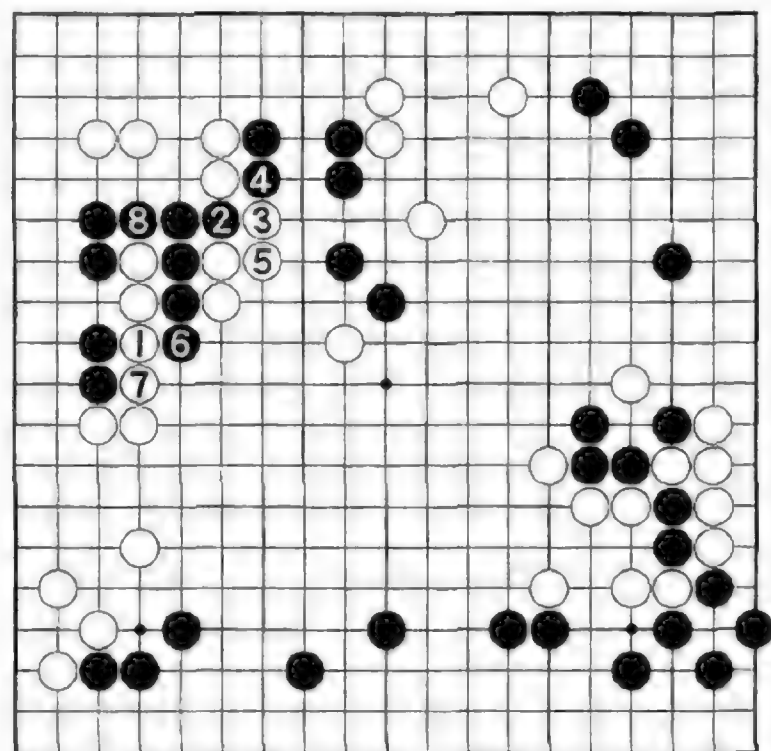
Correct Answer: The block

White should block with 1. When Black cuts with 2, White forces with 3 to build a thick wall on the left. Now that his stones there no longer have any defects, he can go on the offensive and attack the five black stones at the top with 5. Black will have a hard time saving these stones.



How the game continued

Black played 1, hoping to block a ladder after he cuts White's stones with 3 and 5. But this move induces White 2, which neutralizes Black's wall on the right. After White 6, Black 'a' is no longer effective. White would attach with 'b'—Black 'c'—White 'd', capturing the stone at 3 and ending with good shape in the top left. White has the advantage.



How the game continued

Instead of sacrificing his two stones, White escaped with 1. But Black cut off the white stones in the center with 2 and 4. After Black connects with 8, both White and Black have weak groups floating in the center, so it will be a difficult fight.

From the supplement to *Go Warudo*, May 2002.

Meien Magic in the Fujitsu Cup

Continued from page 17

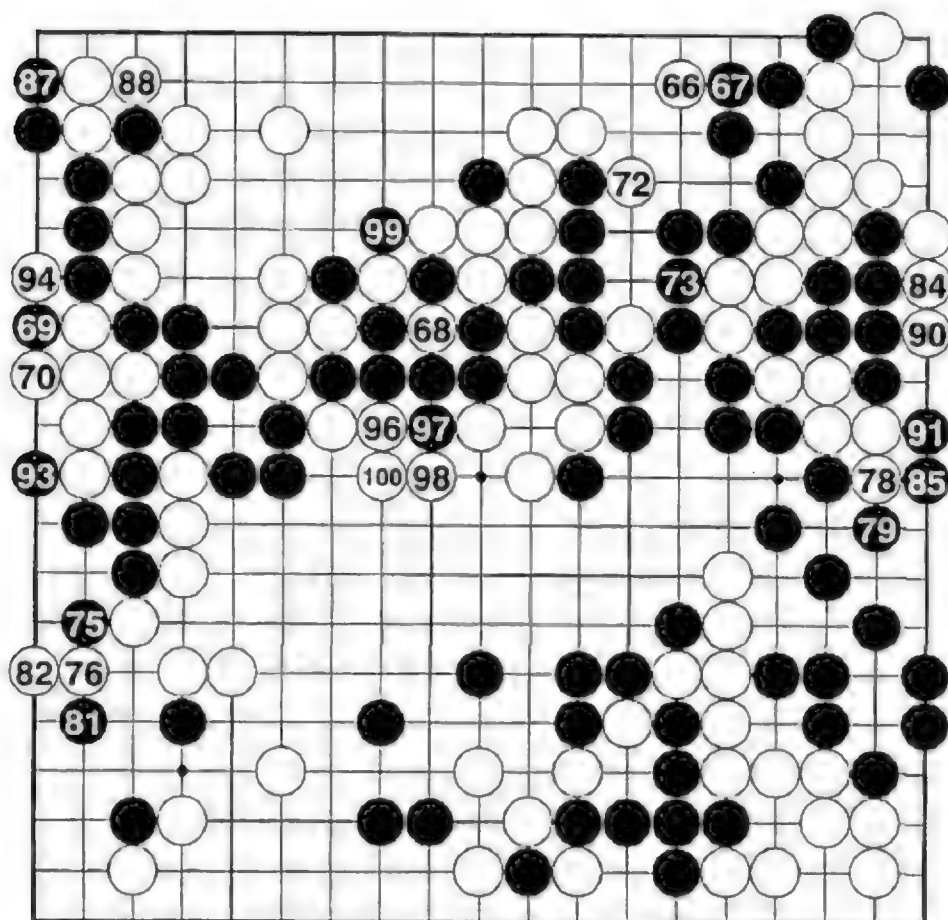


Figure 7 (166-200)
ko: 71, 74, 77, 80, 83, 86, 89, 92, 95

Figure 7 (166-200). Escaping with a ko

White may seem to be still in it with the centre ko fight, but he has already missed his chance.

When Black ends the ko with 99, White sets out to capture the left-side group as compensation.

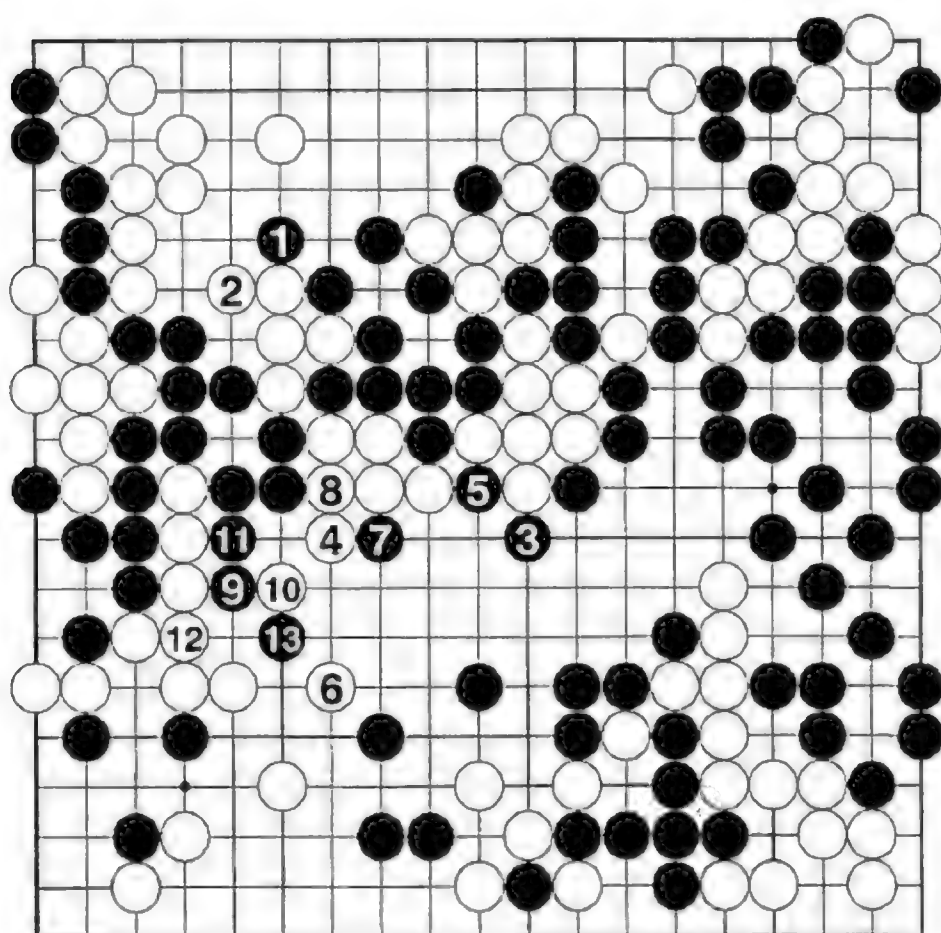


Figure 8 (201-213)

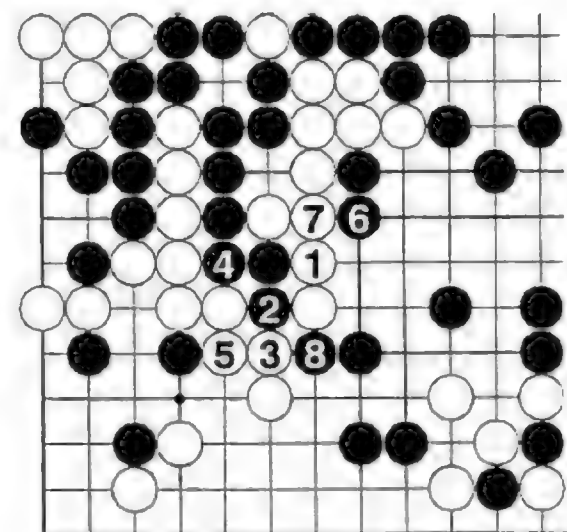
Figure 8 (201-213). A brilliant finale

White tries to capture on a large scale with 6, as otherwise he won't have enough territory, but this gives his opponent the chance to stage a brilliant finale.

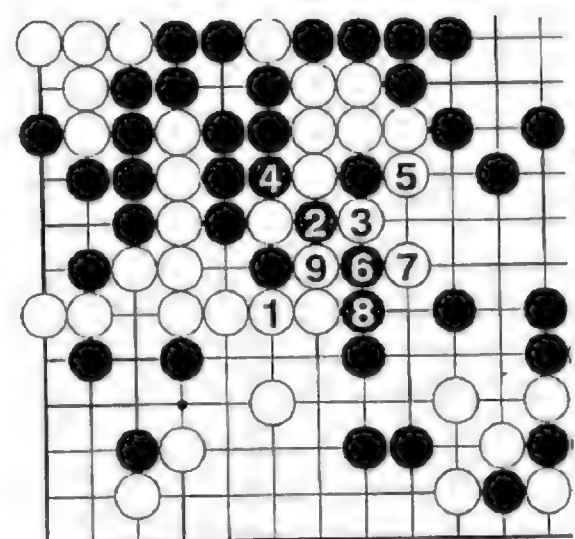
For an amateur, Black 7 is a breathtakingly unexpected tesuji. White 6 is immediately exposed as an overplay, as White has no way to resist 7.

White resigns after Black 13. Next —

Dia. 11. If he plays at 1, White 5 is forced, so Black cuts at 8 and wins the capturing race. Instead of White 1 —



Dia. 11



Dia. 12

Dia. 14. If White 1 here, a different capturing race follows, but White can't win this one either.

Pak is no mean player, but O certainly shone in this game. It's a pity that now he's lost the Honinbo title he'll also lose his seeded place in the international titles.

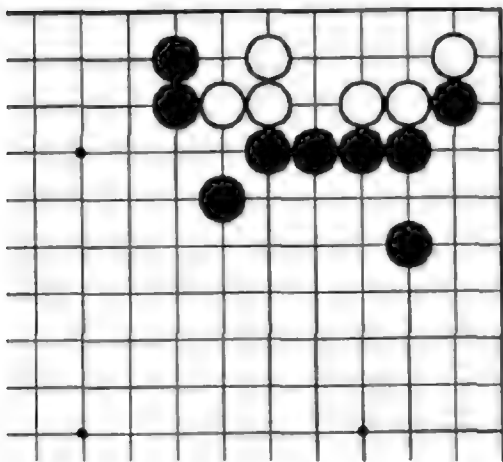
White resigns after Black 213.

(Adapted from the Yomiuri Newspaper. Translated by John Power.)

Nine Ko Problems

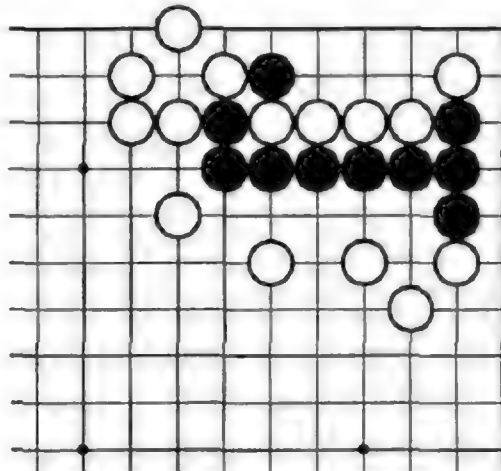
Here are nine ko problems. In the first six you are asked either to kill your opponent's stones or to save your own by creating a ko. In the last three you are asked to find as many ko threats as possible. Answers begin on the next page. Black to play in all problems.

Problem 1



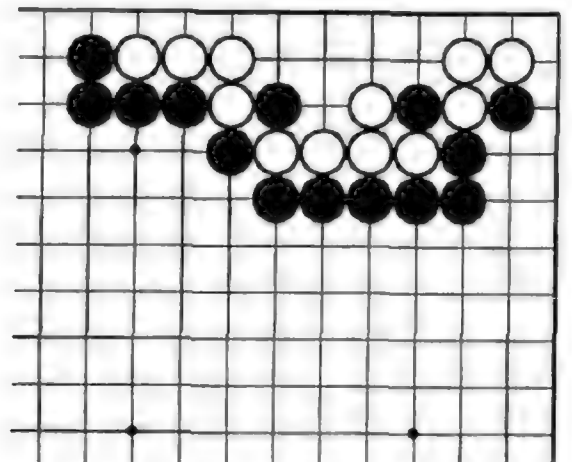
Force White to save his stones by fighting a ko.

Problem 2



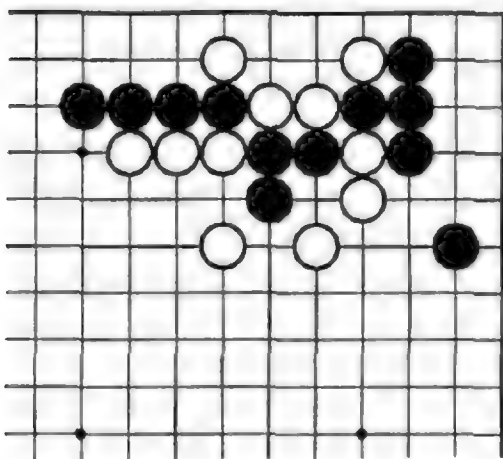
If Black can win a ko in the corner, he can save his stones.

Problem 3



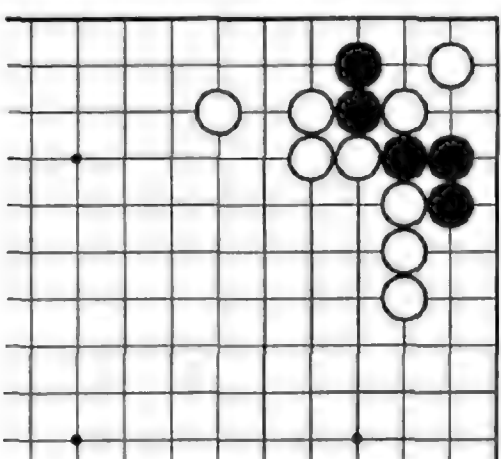
Black can disrupt White's territory at the top by starting a ko.

Problem 4



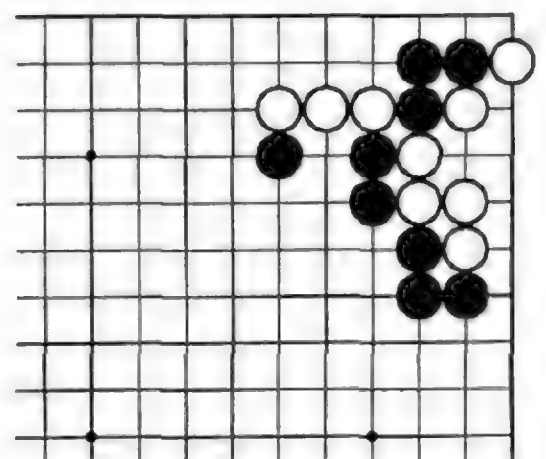
Black has to start a ko to save his three stones.

Problem 5



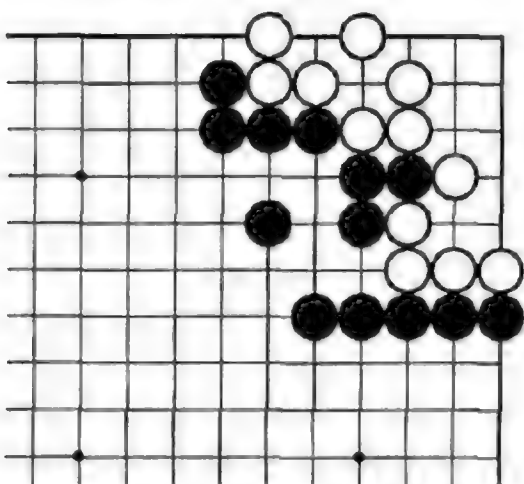
Black can save his stones in the corner only by starting a ko.

Problem 6



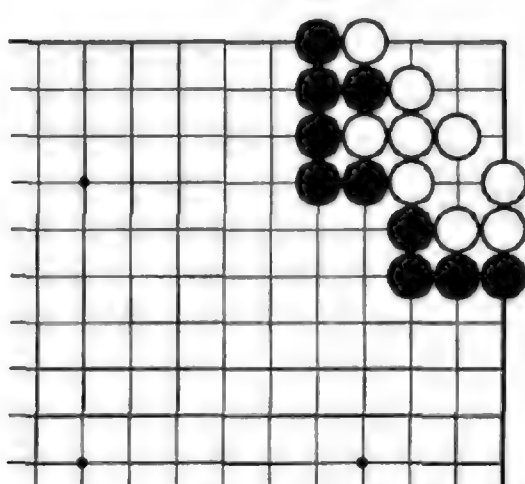
How can Black start a ko for the life of the white stones?

Problem 7



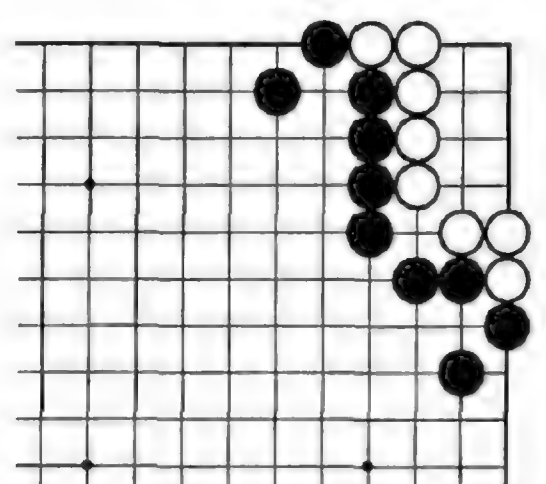
How many ko threats can Black get out of this position?

Problem 8



How many ko threats can Black get out of this position?

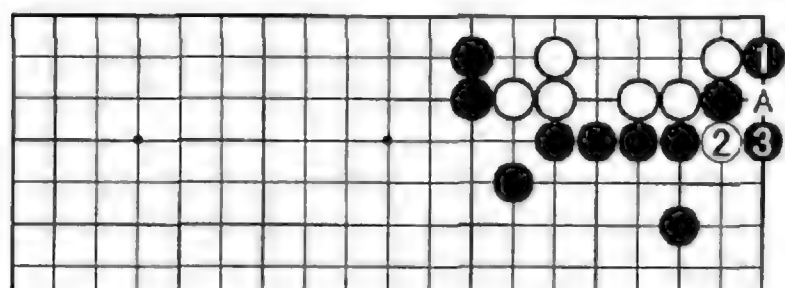
Problem 9



How many ko threats can Black get out of this position?

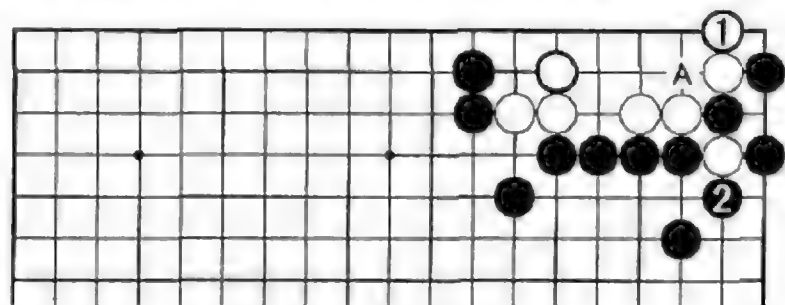
Nine Ko Problems: Answers

Problem 1



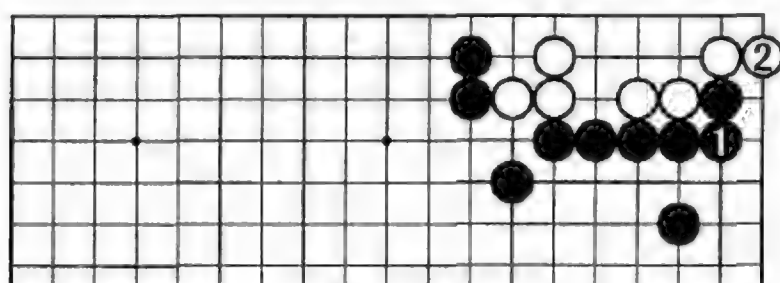
Correct Answer

The hane of Black 1 forces White to atari with 2. Black counteratari with 3 and the life or death of the white stones will be decided by a ko at A.



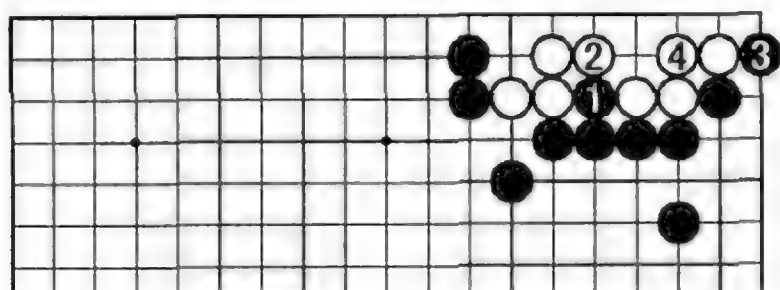
White dies

White can't avoid the ko. If he descends to 1, Black will capture with 2 and White can only make one eye for his stones. If White 1 at 2, Black plays at A and the ko continues.



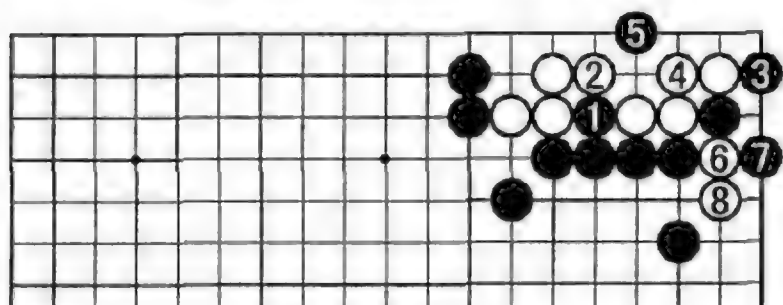
Failure 1

If Black connects at 1, White descends to 2 and his stones are alive.



Failure 2

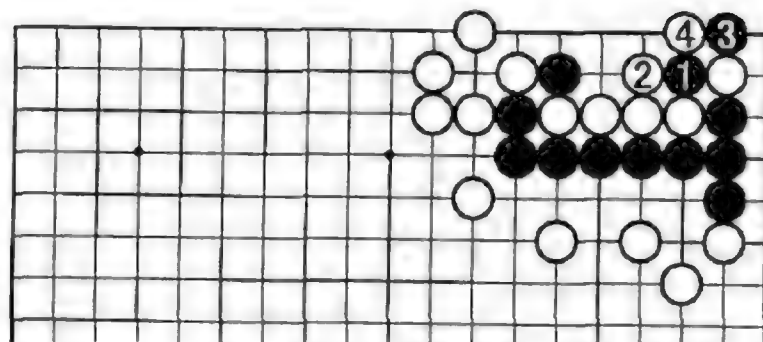
Black must not push in with 1 before playing the hane of 3. After White connects with 4 —



Continuation

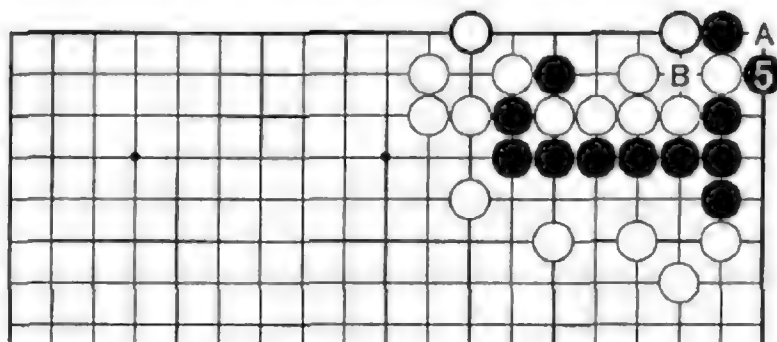
Black makes a placement at 5, robbing White's stones of their eye shape. But White cuts at 6. If Black atari with 7, White extends to 8 and the ko disappears.

Problem 2



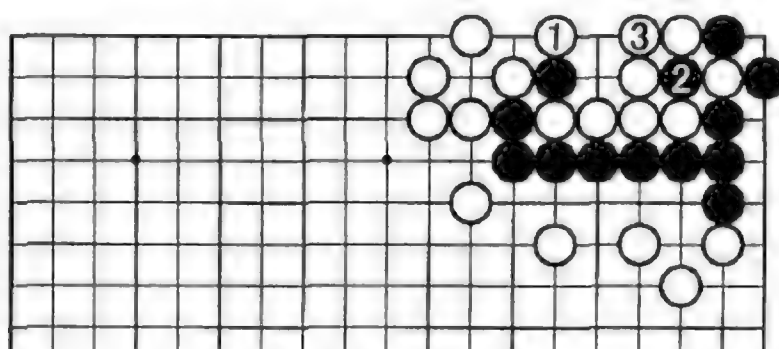
Correct Answer

Cutting with Black 1 is the only way for Black to save his stones. After White captures with 4 —



Continuation

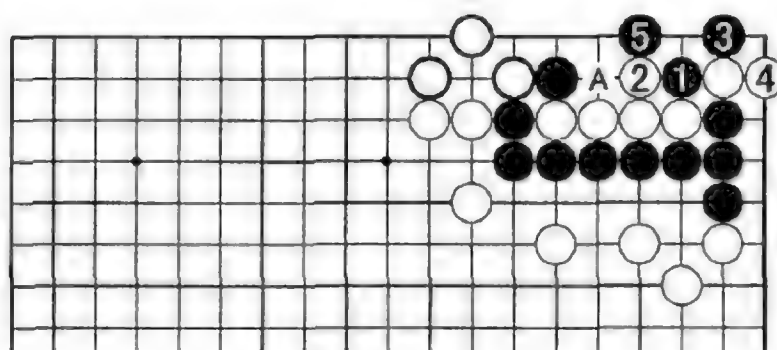
Black atari with 5, setting up a ko. Actually, Black has to win a ko at A as well as one at B to save his stones. But the bad aji in this position will be quite annoying for White.



Black lives

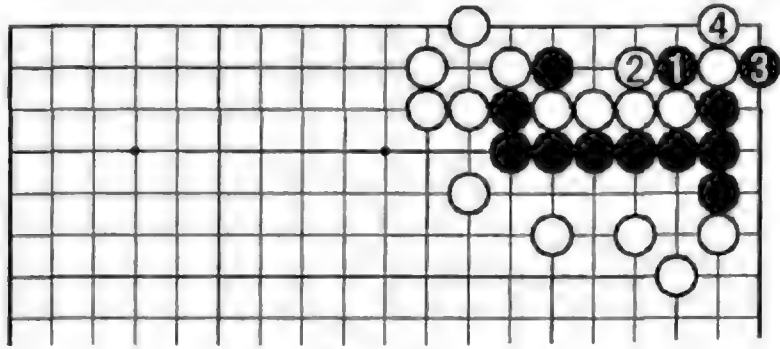
Black 4 connects (right of 2)

If White determines that he can't win the ko and plays 1, Black can exchange 2 for 3, then connect to the right of 2. Black now has two eyes.



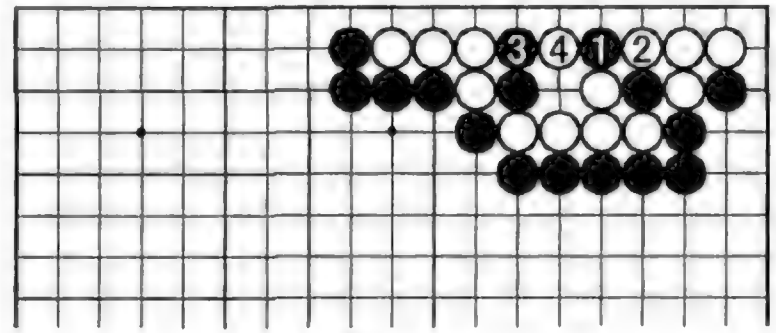
A real ko

After the exchange of Black 1 for 2, if White descends to 4, Black will atari with 5 and it becomes a real ko. Black threatens to win this ko by capturing a big clump of white stones with A.



Failure

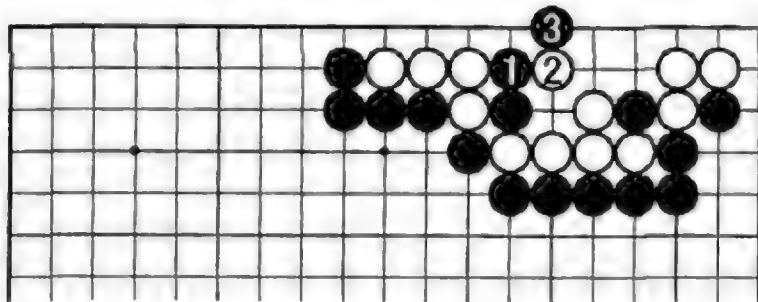
If Black ataris with 3, White descends to 4 and Black has no chance of making two eyes.



Failure

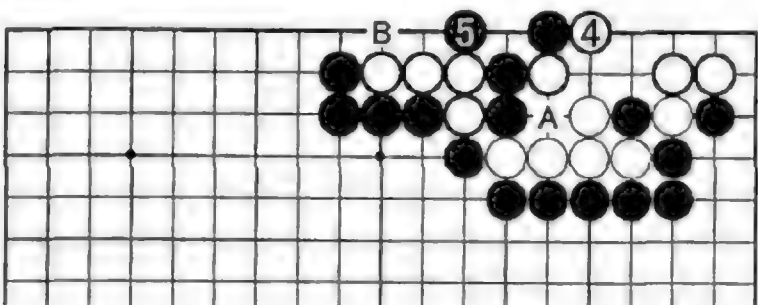
Black 1 fails. White captures with 2. If Black plays 3 next, White secures all his stones with 4.

Problem 3



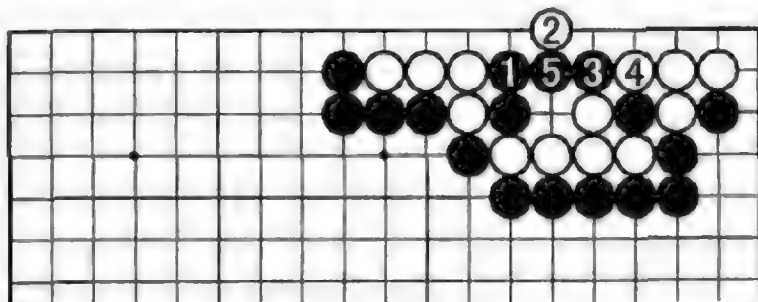
Correct Answer

Black first plays 1, then, after White 2, hanes at 3. Next —



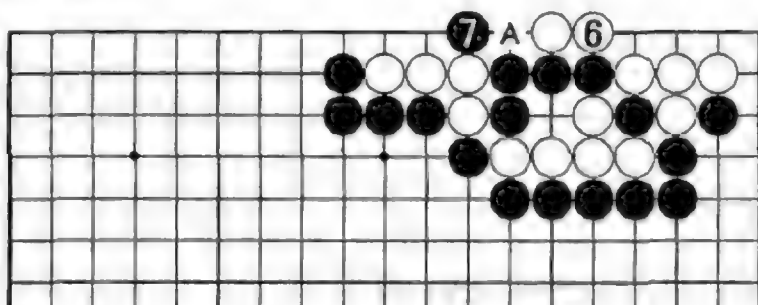
Continuation

White can't atari at A because he is short of liberties. After White 4, Black hanes at 5, setting up a ko. If Black wins the ko, he can capture four stones by playing at B.



White's failure

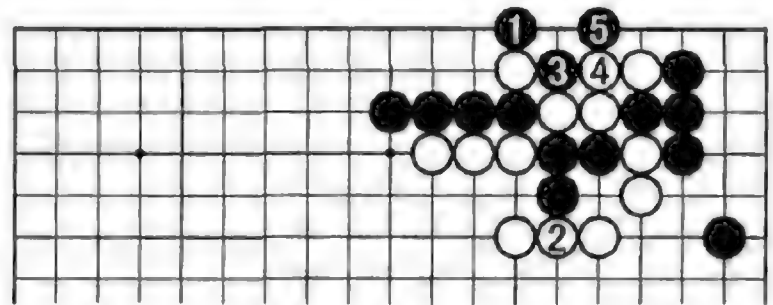
If White answer Black 1 with 2, Black ataris with 3, then connects with 5. White's stones on the right are short of liberties, so Black wins the capturing race.



Continuation

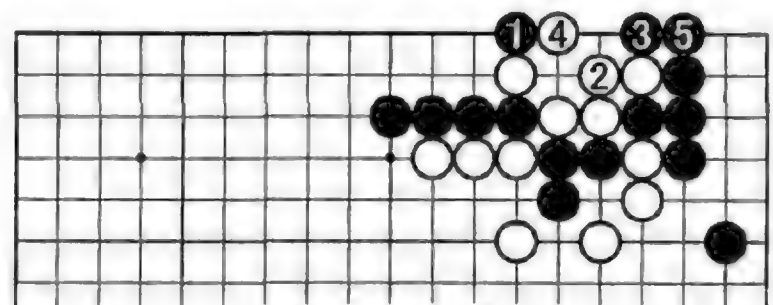
If White tries to link up with 6, Black hanes at 7 and White can't atari at A. The four white stones on the left are lost.

Problem 4



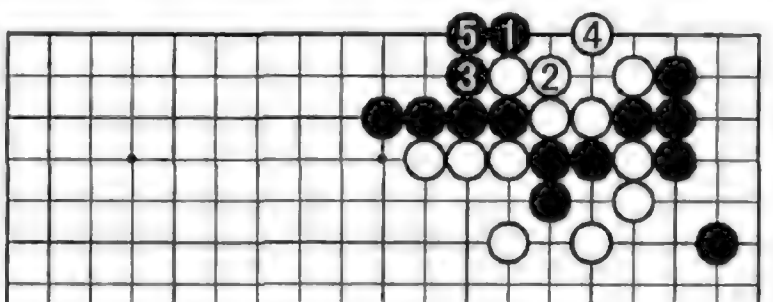
Correct Answer

The clamp of Black 1 is the vital point. White goes after the three black stones above with 2, but Black sets up a ko with 3 and 5.



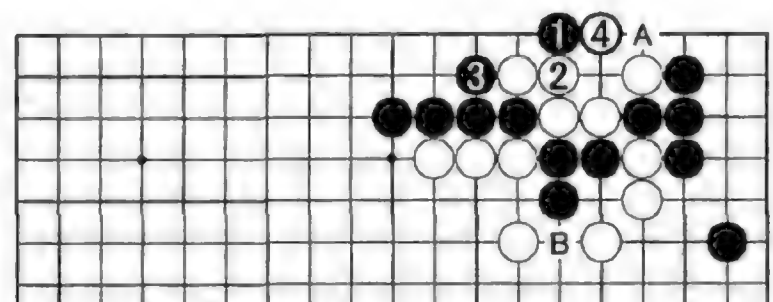
Variation 1

If White answers Black 1 by connecting at 2, Black plays 3 and 5, and there is no way that White can rescue his stones at the top.



White wins the capturing race.

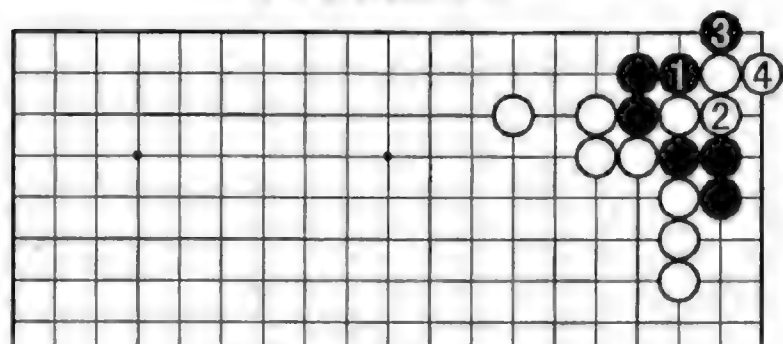
If White connects at 2 on the left, Black plays 3 and 5, winning the capturing race.



Failure

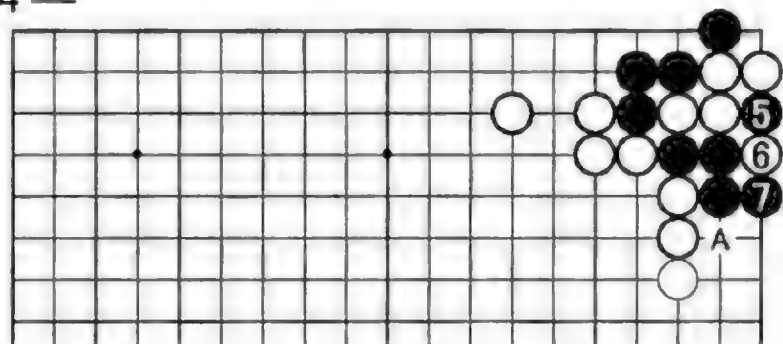
The placement of Black 1 is a tesuji often seen in a position like this. However, in this case, it fails. If Black 3 at A, White plays B and Black loses the capturing race.

Problem 5



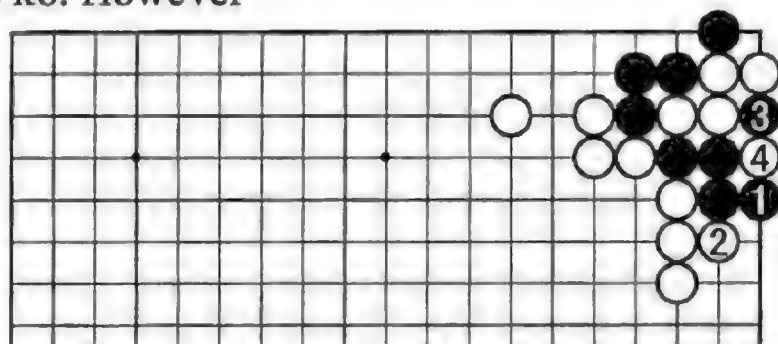
Correct Answer

Black first plays 1 and 3. After White descends to 4 —



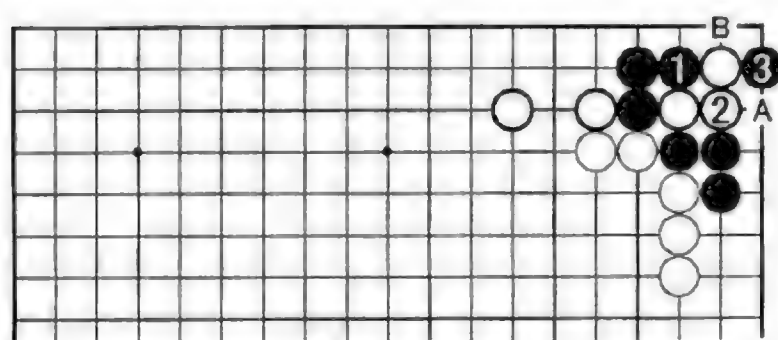
Continuation

Black throws in at 5 and White captures with 6; Black then ataris with 7, setting up a ko. When White plays at A, Black will be the first to capture the ko. However —



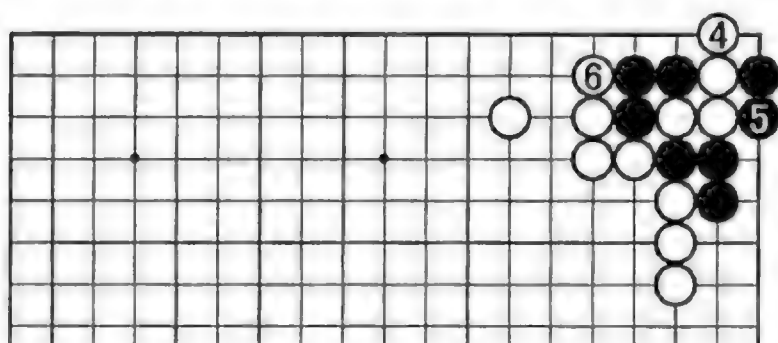
Black must be careful

Black must not descend to 1. White will block at 2 and, when Black throws in at 3, White will capture the ko first. This is less than satisfactory for Black.



Failure

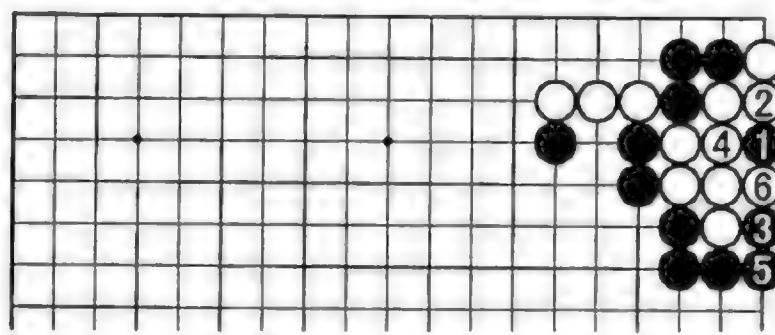
Black plays 3, expecting White to block at A. Black could then get a ko by playing at B. But —



Continuation

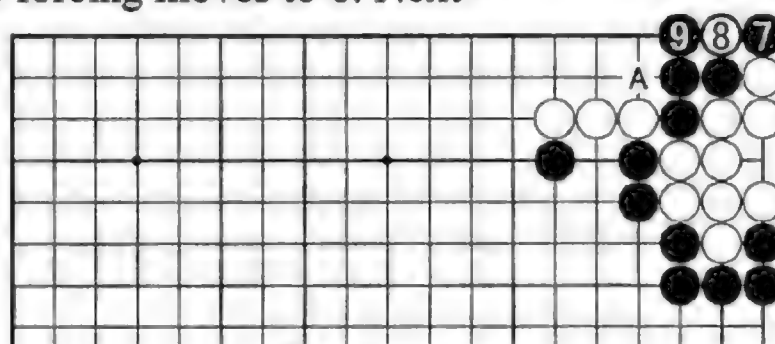
White will descend to 4. If Black 5, White blocks with 6 and Black can't approach because he is short of liberties.

Problem 6



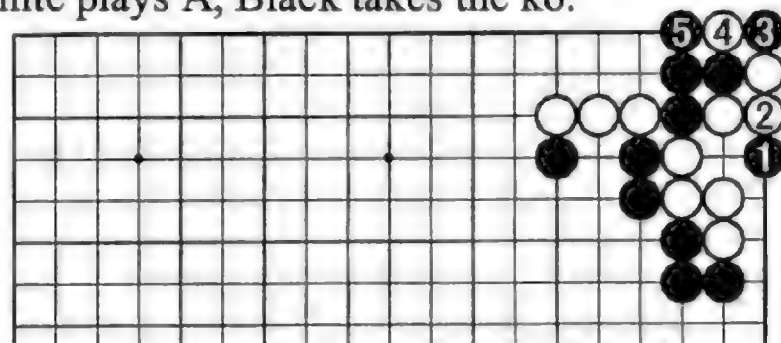
Correct Answer

Black first makes the placement at 1, then plays the forcing moves to 6. Next —



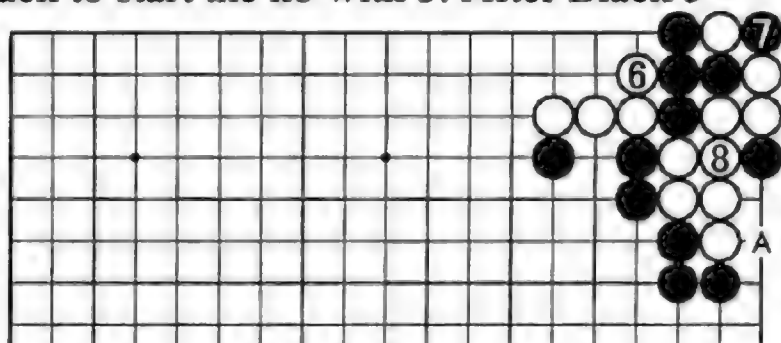
Continuation

Black sets up a ko with the throw-in of 7. White captures with 8 and Black ataris with 9. Now when White plays A, Black takes the ko.



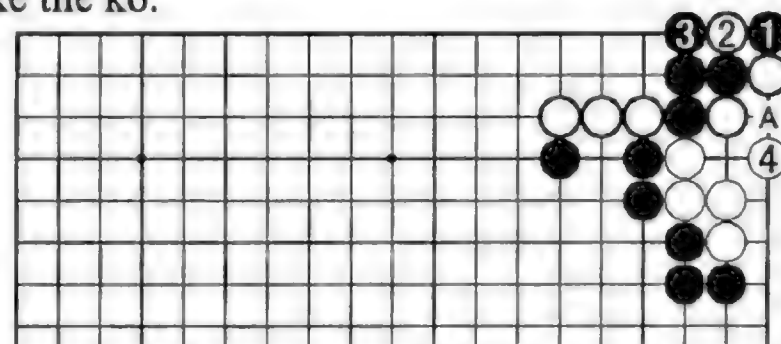
Failure 1

Immediately after White 2, it is too early for Black to start the ko with 3. After Black 5 —



Continuation

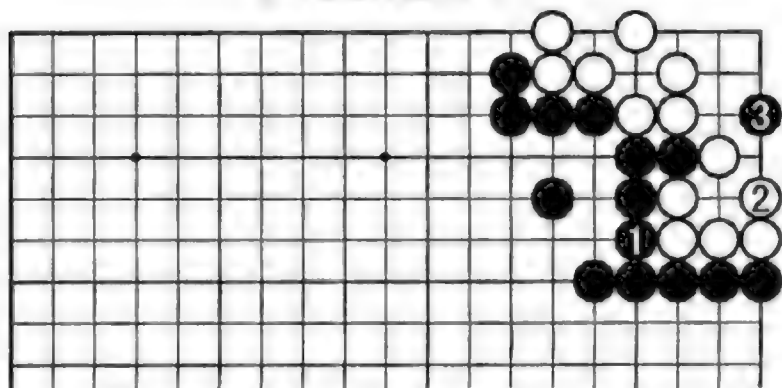
White blocks with 6 and Black takes the ko with 7, but White connects with 8. After Black A, it is White's turn to take the ko. This is different from the correct answer, where it was Black's turn to take the ko.



Failure 2

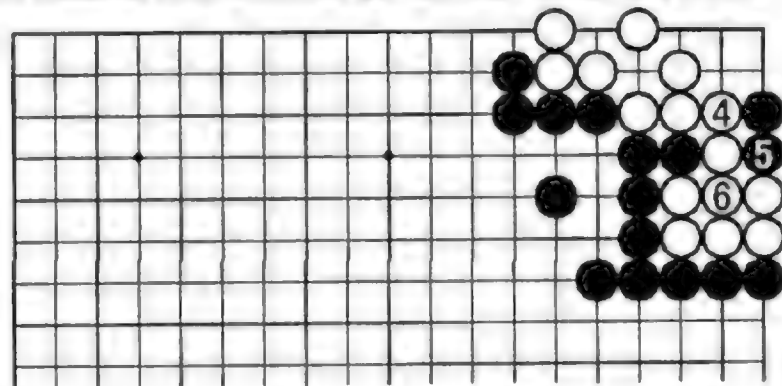
If Black starts with the throw-in of 1, White will capture with 2. After Black 3, White will make eye shape with 4. If Black now takes the ko, White will connect at A and Black will lose the capturing race.

Problem 7



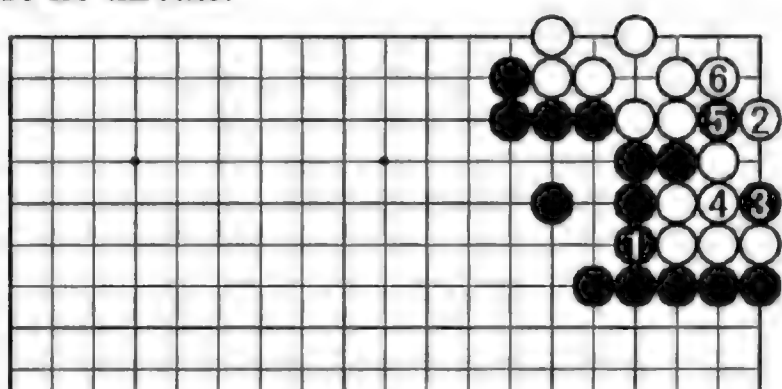
Correct Answer: Three ko threats

Black 1 forces White to answer with 2. Black then makes his second ko threat with 3. Next —



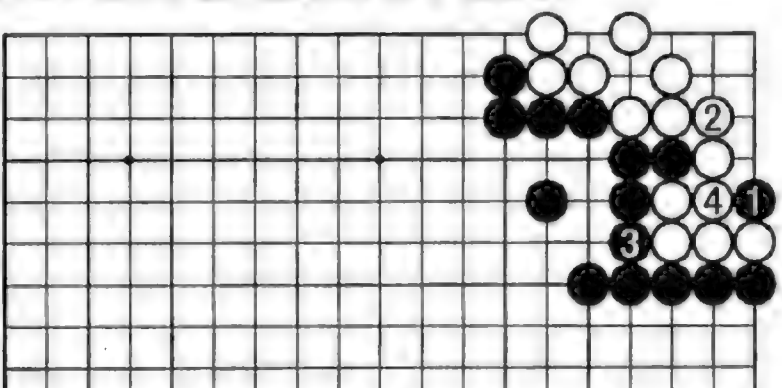
Continuation

White answers with 4, but Black still has a third threat at 5. After White connects at 6, Black has no more ko threats.



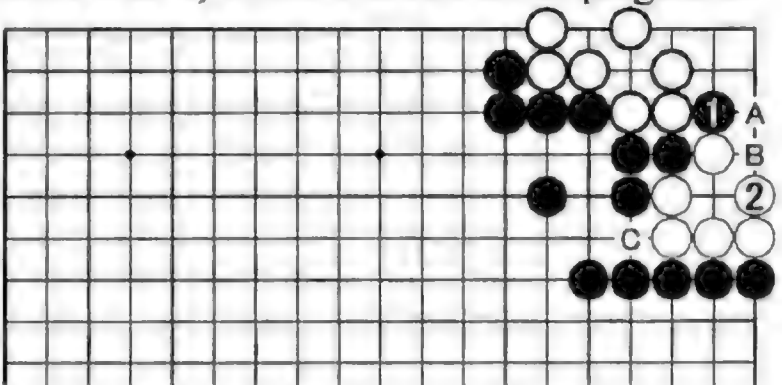
The same

If White responds to Black 1 with 2, Black still has two more ko threats at 3 and 5.



Failure 1: Only two threats

If Black starts out with 1, White answers with 2. Now Black has only one more threat at 3. After White answers with 4, White's stones are impregnable.

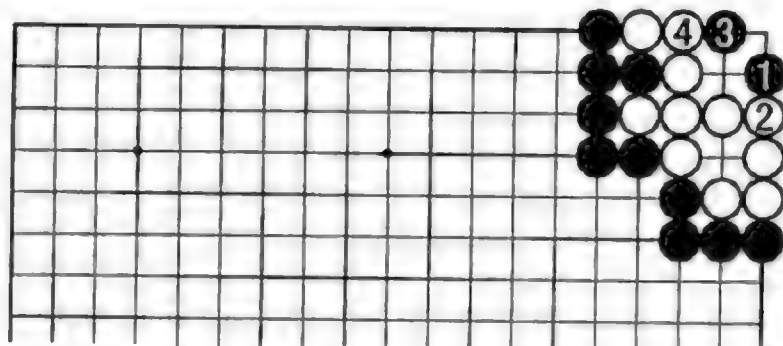


Failure 2: A two-point loss

Cutting with Black 1 is bad. White answers

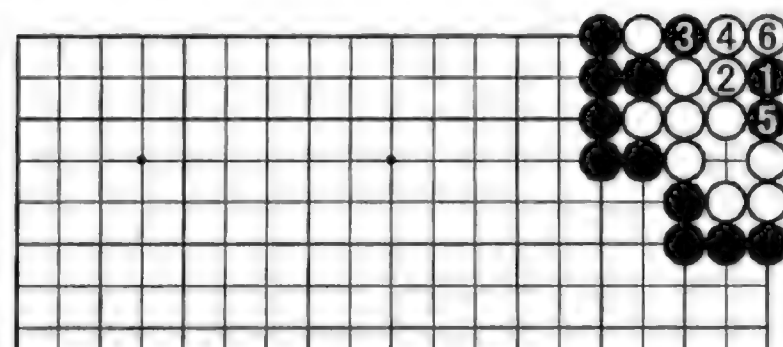
with 2. Black has two more ko threats at A and B, but now Black C is no longer a ko threat, so Black's result here is two points less than in the correct answer.

Problem 8



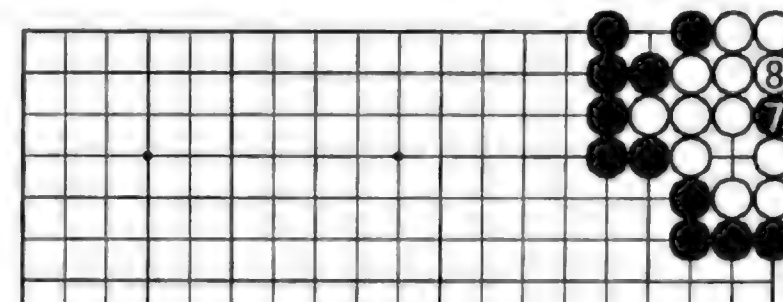
Correct Answer

Black 1 is the first move. If White defends his eye with 2, Black can get a seki in the corner by exchanging 3 for 4. White's corner is now worth zero points and Black has gotten two ko threats from this position. Black should be more than happy with this result.



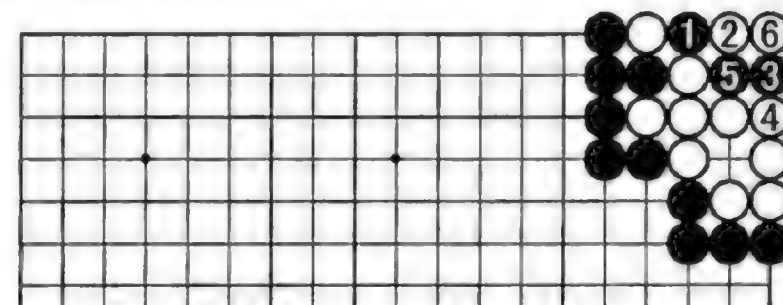
Variation

White might answer Black 1 with 2. In this case, Black has another ko threat with the capture of 3. He then makes another ko threat with 5. Next —



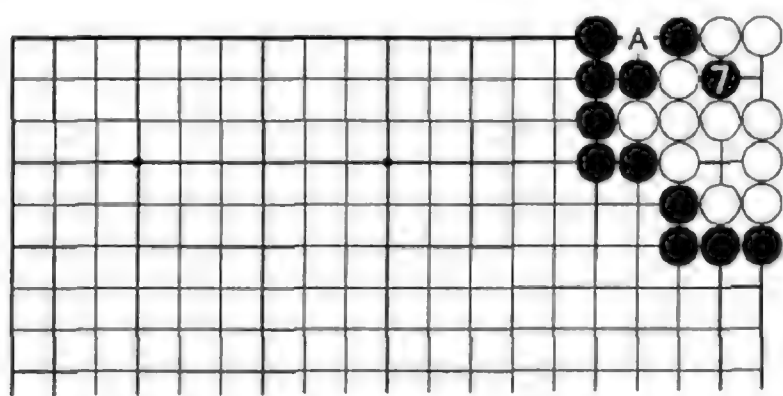
Continuation

There is another ko threat with 7. This is a total of four ko threats. Of course, it is White's choice whether to settle for a seki or live with territory and allow four ko threats. But in either case, Black is more than satisfied.



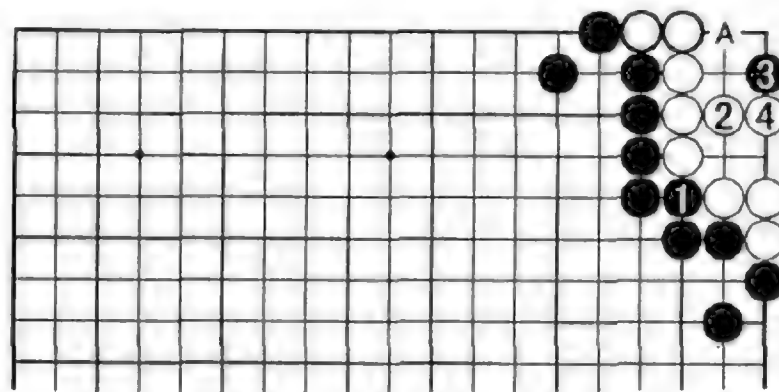
Failure

Capturing with Black 1 is a dubious move. Black still has two more threats with 3 and 5, and —



Continuation

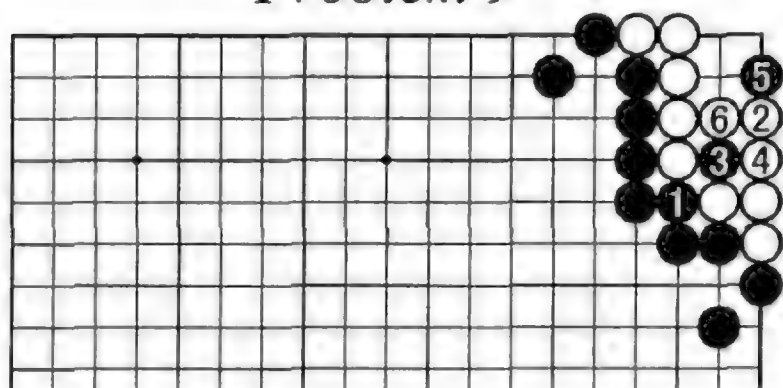
Black has a fourth ko threat at 7. However, White has the possibility of answering Black 7 by taking the ko at A. If White wins this ko, it will be at least 3 points better for him than in the variation sequence.



White loses one point

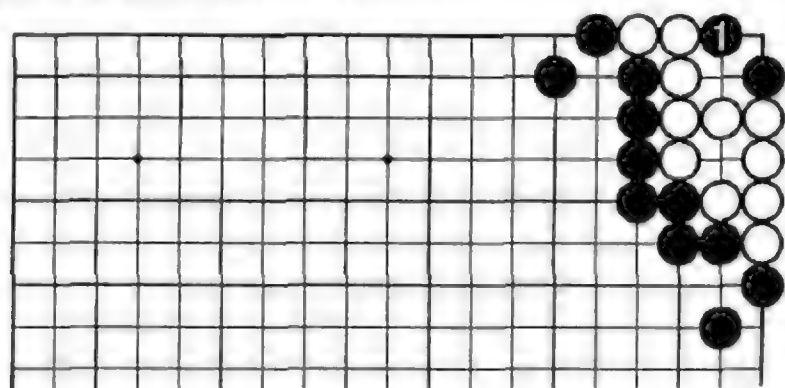
Answering Black 1 with White 2 is a mistake. After exchanging 3 for 4, Black can play A and get a seki. However, in this case, White hasn't captured a stone as in the correct answer, so he has lost a point.

Problem 9



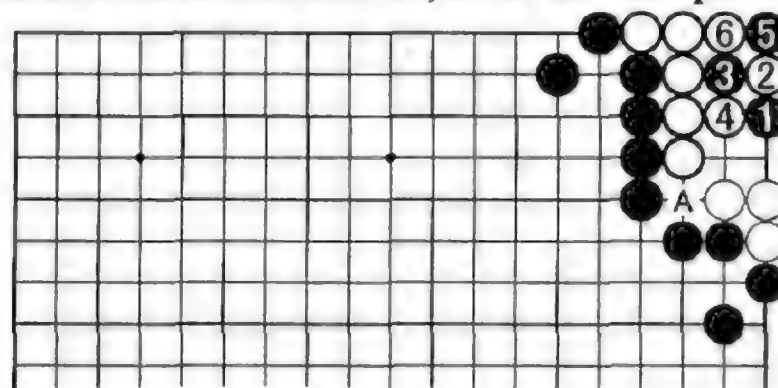
Correct Answer

Black starts from the outside with 1. White 2 is the best answer, but Black gets two more ko threats with 3 and 5. Moreover —



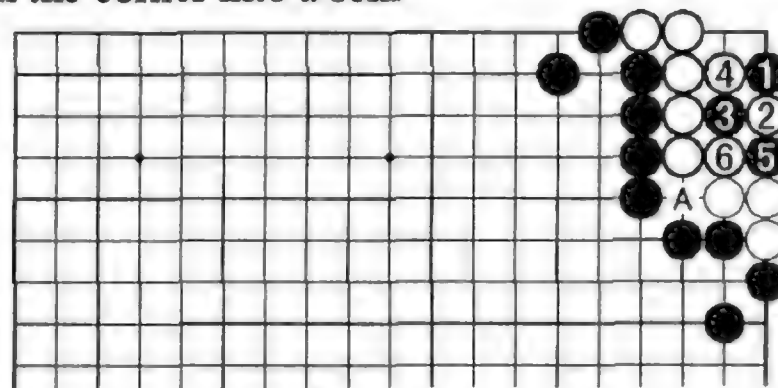
Continuation

Black can later turn the corner into a seki with 1, so White would get only one point for the stone he captured with 6 in the previous diagram.



Failure 1

Black can also make the ko threats from 1 to 5 here. Later, Black even has a fourth ko threat at A. However, White ends up with seven points of territory, and, unlike the correct answer, Black can't turn the corner into a seki



Failure 2

The sequence to White 6 also results in seven points of territory for White. Black A is a fourth ko threat that forces White to capture two stones.

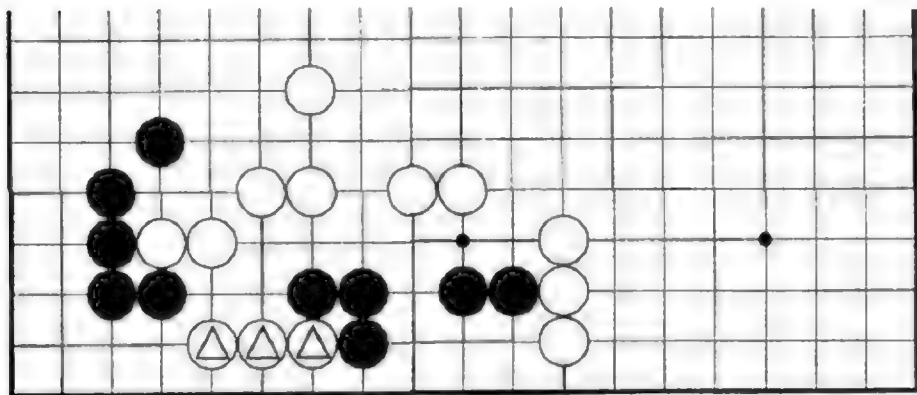
Play Go Online Using THE KISEIDO GO SERVER (KGS)

The Kiseido Go Server (KGS) is now up and running with go players from all over the world playing games on it. We at Kiseido would like to invite you to visit it, explore it, and perhaps play some games on it. It can be accessed through Kiseido's home page at <http://www.kiseido.com>, or you can go to it directly at <http://kgs.kiseido.com>. There is no charge for playing games on this site, and this server works for Linux/Unix, Mac, and Windows.

Kiseido hopes to make this server a place where go players of all ranks can enjoy playing go. A number of strong players are often online and they are happy to play instructional games with kyu-players and comment on their moves after the game using the special KGS editing feature.

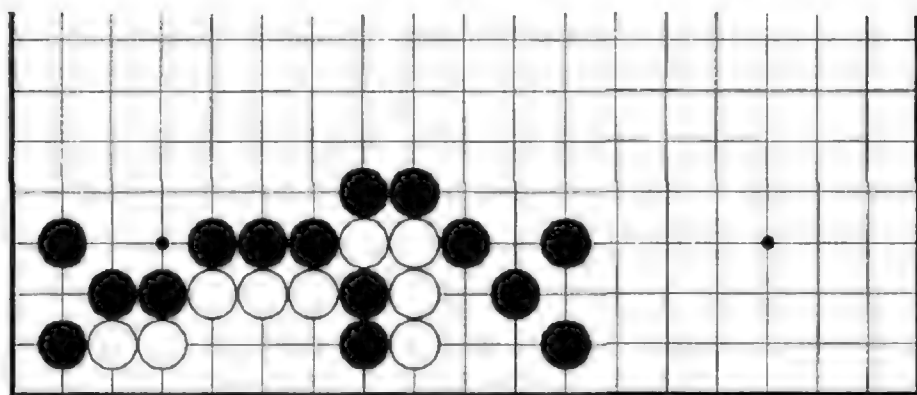
Eight Tesuji Problems

Problem 1. Black to play



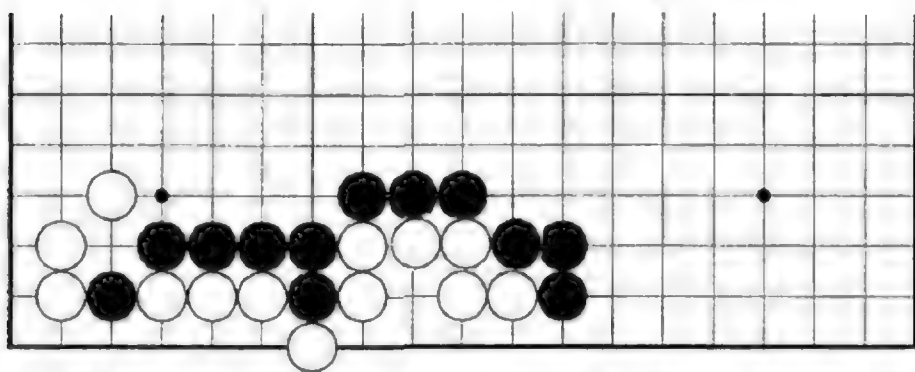
Black must capture the three marked stones.

Problem 2. Black to play



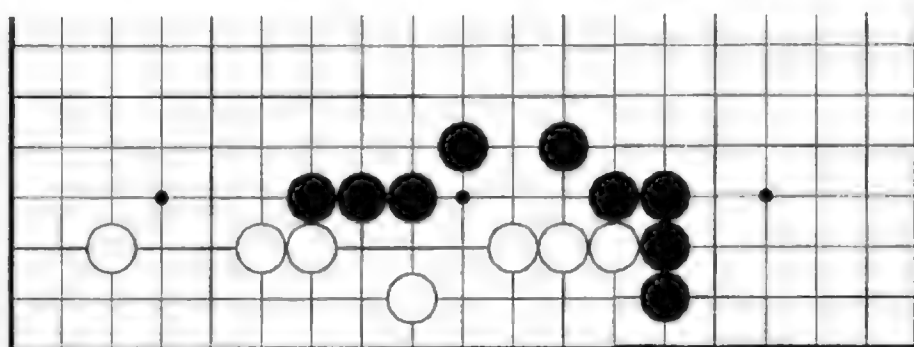
How can Black kill the white stones?

Problem 3. Black to play



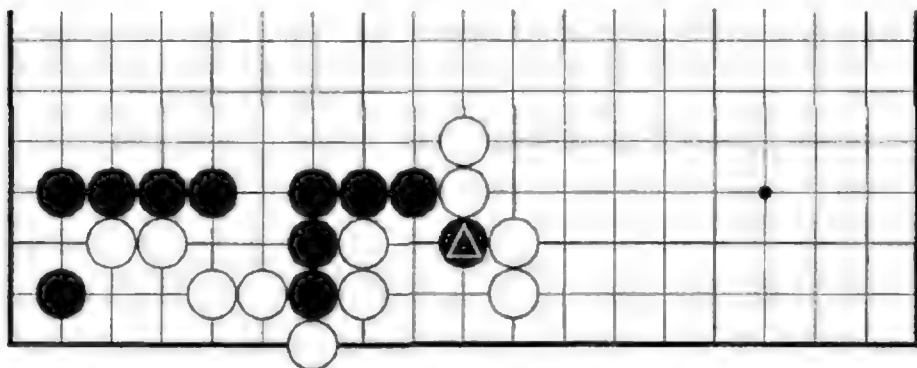
How can Black capture some white stones at the bottom?

Problem 4. Black to play



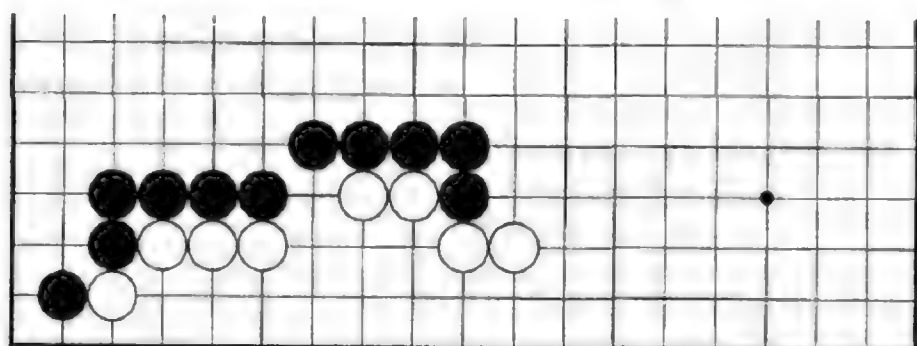
How can Black capture the three white stones on the right?

Problem 5. Black to play



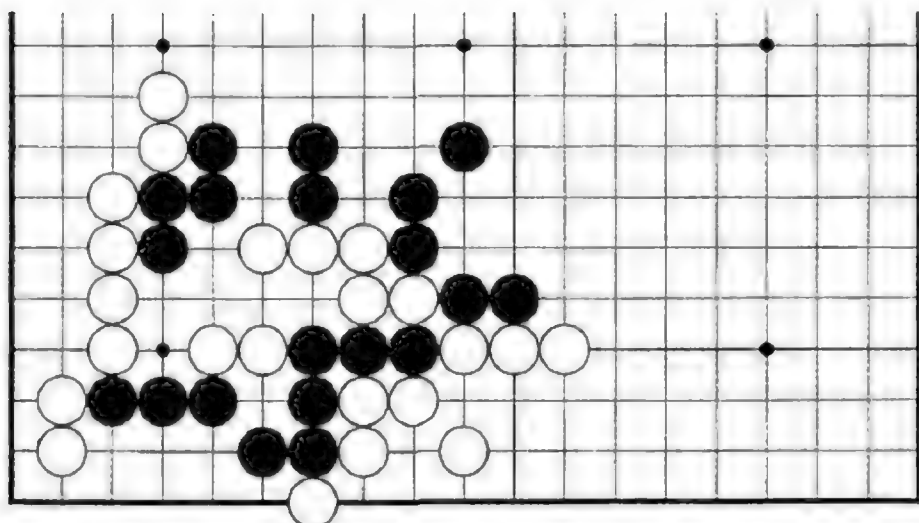
Because of the marked stones, Black can capture the white stones on the left.

Problem 6. Black to play



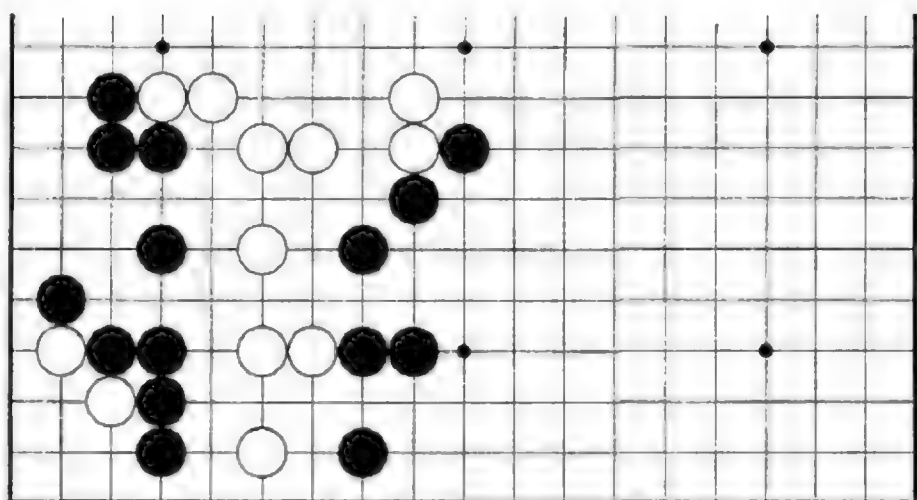
How can Black capture the four white stones in the corner?

Problem 7. Black to play



How can Black link up his stones at the bottom to the ones above?

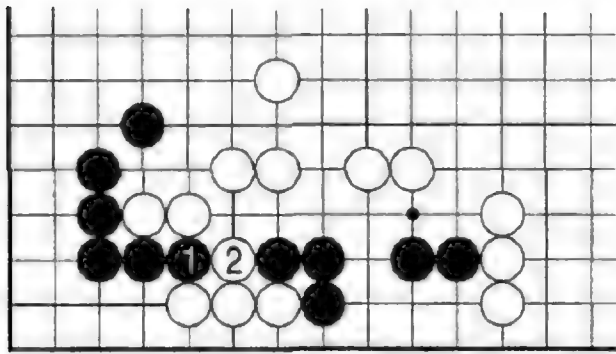
Problem 8. Black to play



How can Black link up his stones on the left to the ones on the right?

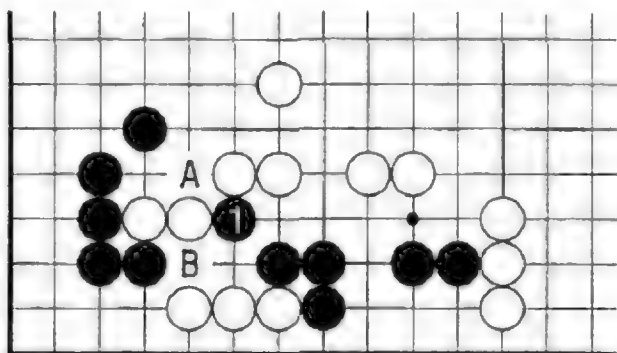
Eight Tesuji Problems: Answers

Problem 1



Failure

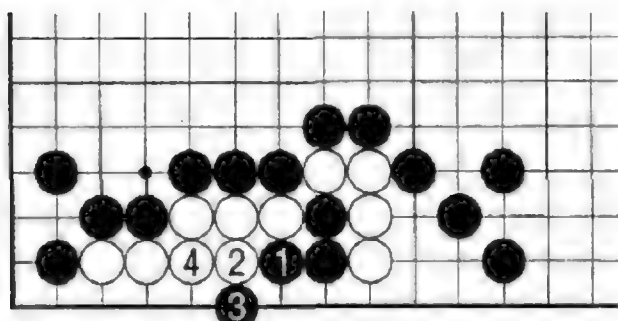
Pushing in with 1 leads to nowhere. White links up to his stones above with 2.



The tesuji

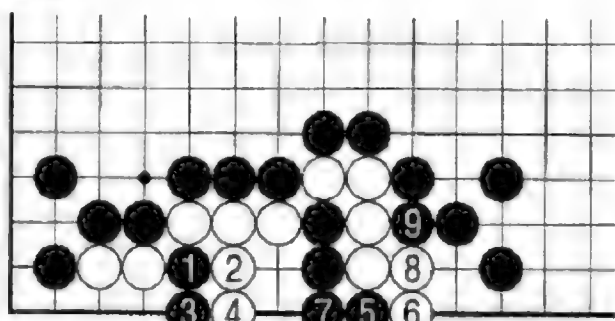
Black 1 is the tesuji. If White connects at A, Black cuts the white stones off with B. If White B, Black A.

Problem 2



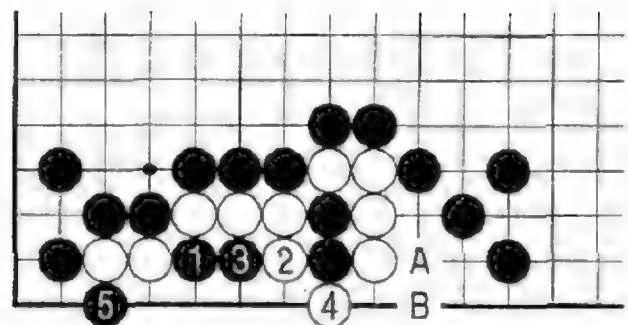
Failure

Turning at Black 1 and giving an atari with 3 fails. Black's stones at the edge have only two liberties to White's three, so Black will lose the capturing race.



Correct Answer

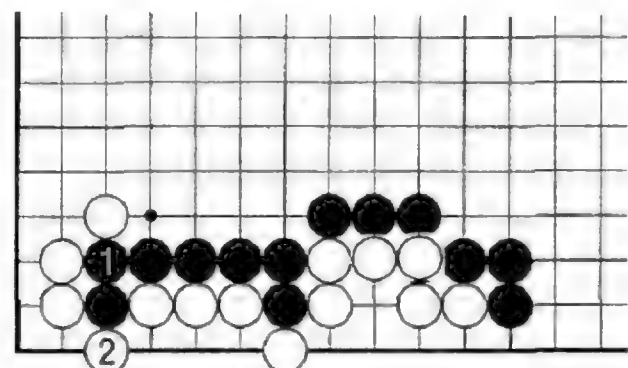
Cutting with Black 1 is the tesuji to kill the white stones. If White ataris with 2, Black descends to 3 and White again ataris with 4. Now Black attacks the four white stones on the right with 5 and 7. After White 8, Black plays 9 and White can't approach from the left because his stones are short of liberties. Therefore, Black wins the capturing race.



Variation

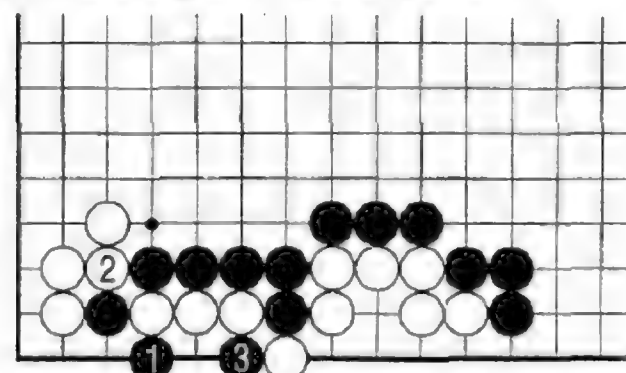
If White ataris the two black stones with 2, Black ataris with 3, then ataris two white stones with 5. White does not have room on the right to make two eyes. If White A, Black plays B, creating a false eye.

Problem 3



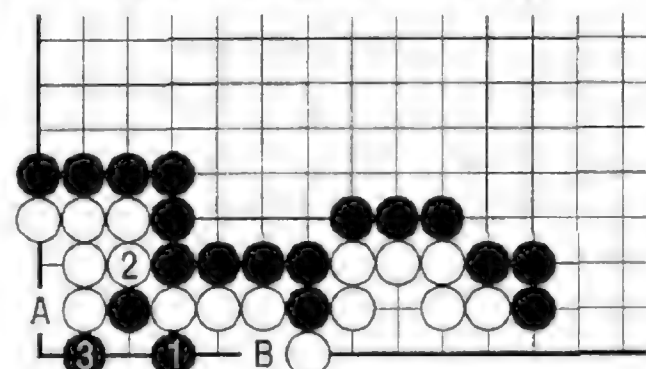
Failure

Connecting at Black 1 enables White to link up all his stones at the bottom with 2. Black now has no way of killing any white stones.



Correct Answer

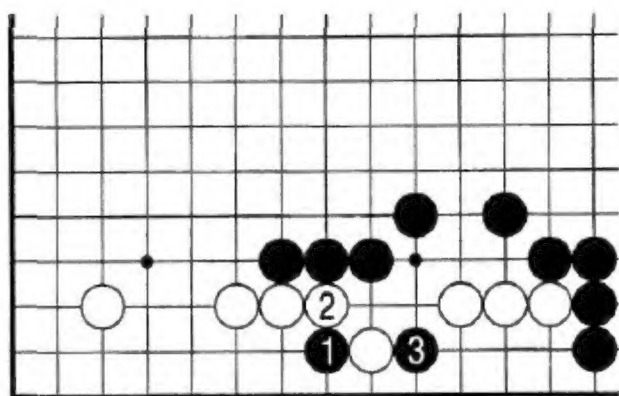
The hane of Black 1 is the tesuji. If White ataris with 2, Black plays a double atari with 3. White can't capture the stone at 3 because Black will recapture in a snapback. If White captures the stones below 2, Black will capture the stone to the right of 3.



Correct Answer 2

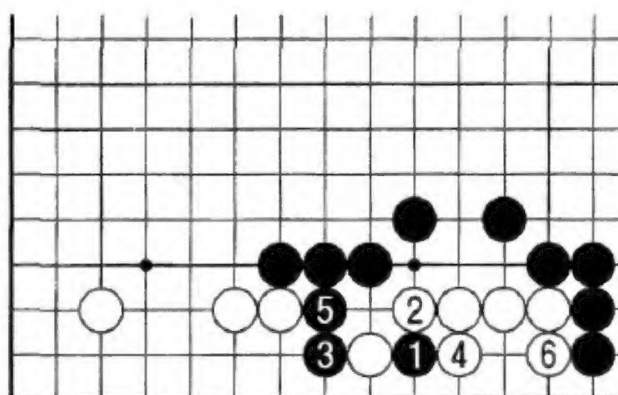
After White 2, Black could start a ko with 3. If Black wins the ko, the points A and B will become miai.

Problem 4



Correct Answer

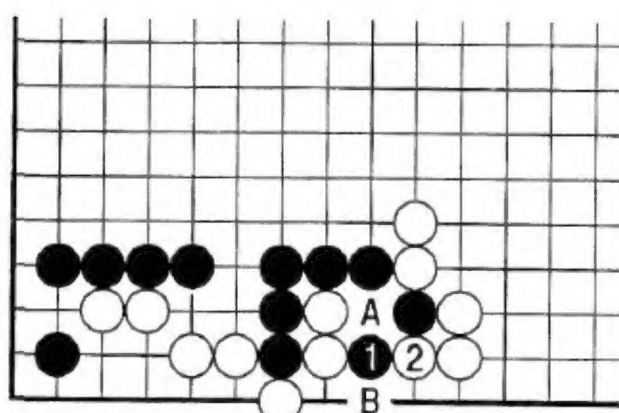
The attachment of Black 1 is the tesuji. If White blocks with 2, Black clamps with 3 and White can't link up his three stones on the right.



Failure

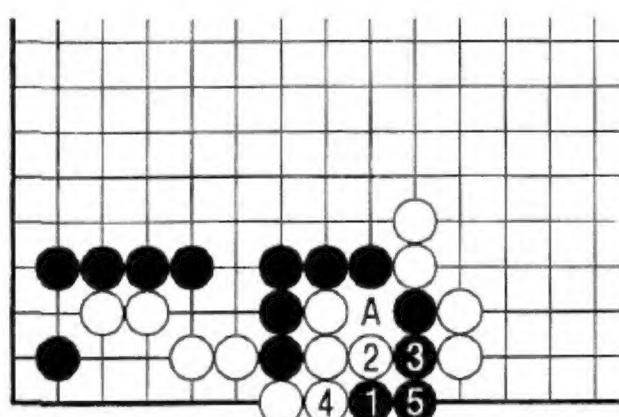
Attaching with Black 1 here is on the wrong side. If Black next clamps with 3, White can make eyes for his stones with the sequence to 6.

Problem 5



Failure

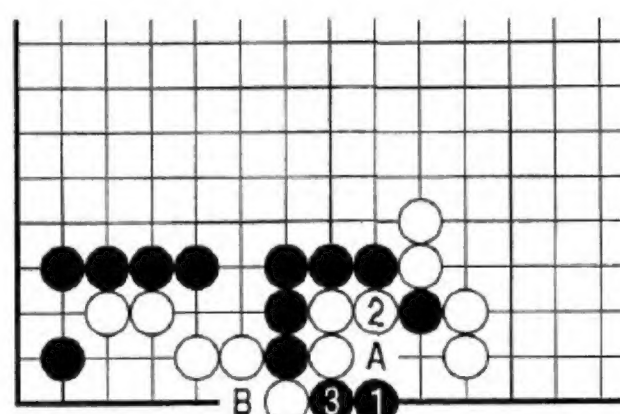
The attachment of Black 1 fails. White ataris with 2, threatening to capture at A. If Black connects at A, White links up with B. If Black captures two stones, White will recapture one stone and all of White's stones are linked up.



Correct Answer

The peep of Black 1 is the tesuji. After the sequence to Black 5, White's stones are cut off

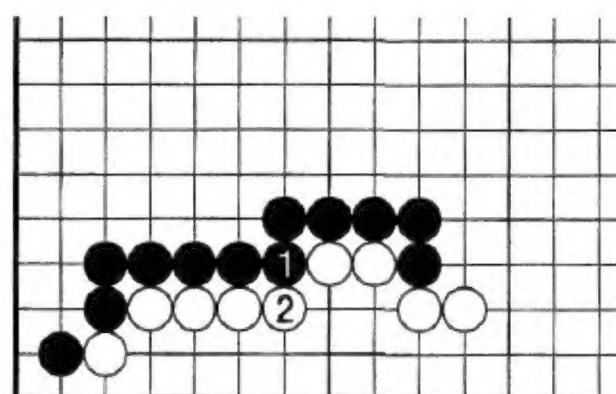
from their allies on the right. White can't cut at A because his stones are short of liberties.



Variation

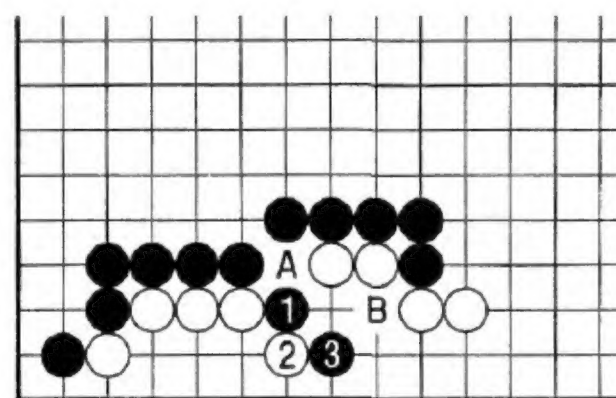
If White ataris with 2, Black will cut at 3. If White 2 at A, it will revert to the correct answer diagram. If White captures the stone to the right of 2 after 3, Black will capture at B.

Problem 6



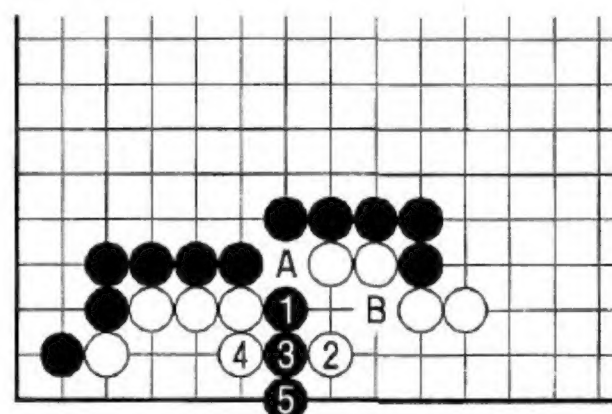
Failure

Against Black 1, White connects at 2 and Black has no follow-up.



Correct Answer

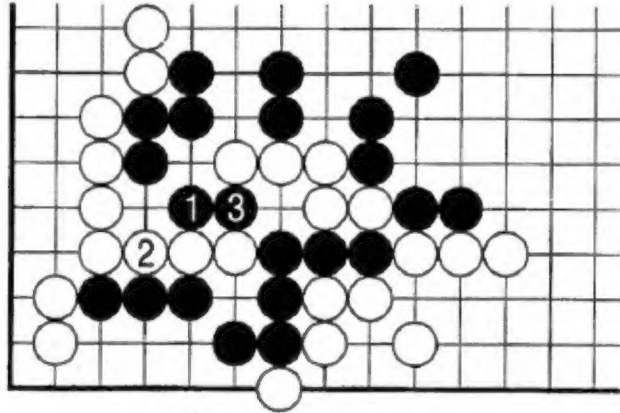
The two-step hane of Black 1 and 3 are the tesuji. If White A next, Black cuts at B; if White B, Black capture the stone at 2.



Variation

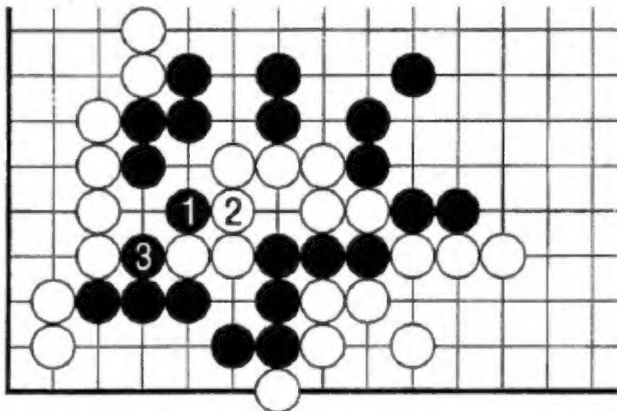
If White answers Black 1 with 2, Black will descend to 3. If White 4, Black 5. The points A and B are now miai.

Problem 7



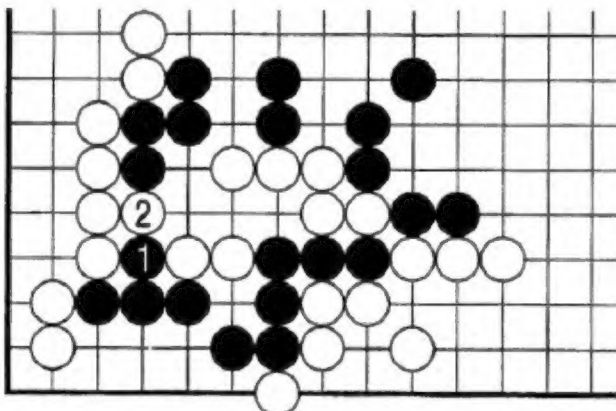
Correct Answer

Black 1 makes the points 2 and 3 miai. If White 2, Black 3 kills the five white stones and Black's stones at the bottom are alive.



Variation

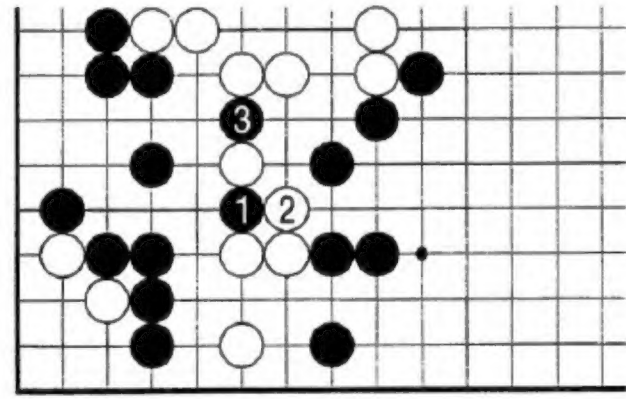
If White connects at 2, Black pushes in with 3. White loses more stones than in the correct answer.



Failure

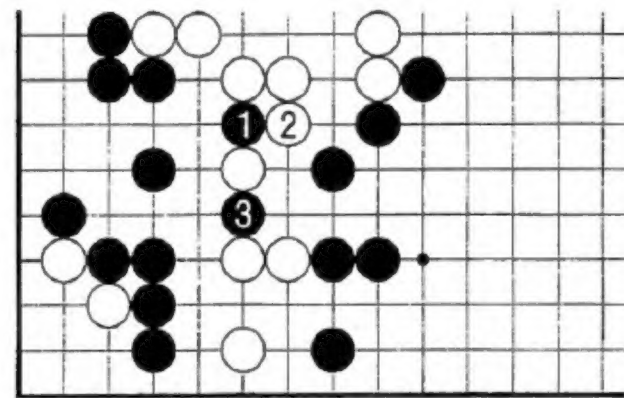
Black 1 lacks finesse. White 2 keeps the black stones separated and Black has no follow-up.

Problem 8



Correct Answer 1

Wedging in with Black 1 links up Black's stones. If White 2, Black wedges in again with 3. There is no way that White can stop Black from linking up; White also loses some stones at the bottom as well.



Correct Answer 2

Black could also change the order of moves and wedge in with 1 first. The result is almost the same as in the previous diagram.

Translated from *Baduk Guide*, November 1999.

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